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MAGAZINE WITH NEWS, REVIEWS & A WORD PROCESSOR/DTP SOFTWARE UTILITY AND

HYPERPLANE PLUS GAME.

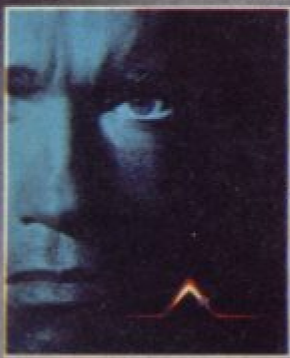
DETAILS PAGE EIGHT

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12 PACK DOUBLE DARE DEMO, REVOLUTION, HIGHWAY 4, COLLISION COURSE, CEASEFIRE, OUT FOR THE COUNT, POKES & TIPS AMAZING. PLUS THE ENIGMA TAPE MAGAZINE, CONTAINING A DTP/WORD PROCESSOR UTILITY & THE GAME HYPERPLANE PLUS

ER THE TOP





TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.



ROBOCOP 2

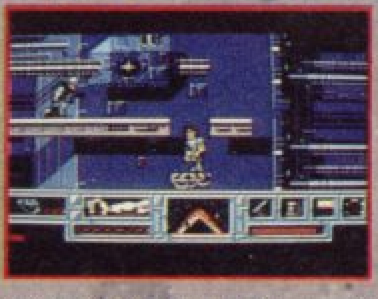
EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together!

HE'S BACK... TO PROTECT THE INNOCENT

SOFTWARE ACTION





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contents

SOFTWARE





It's THE biggest Tape in the Cosmos! Others cost more and give so much less? This month play the ***FULL GAMES:*** **REVOLUTION, HIGHWAY 4, COLLISION COURSE, ANDROID 2, OUT FOR THE COUNT, HYPERLANE** (on the Enigma Tape) and a special SU prize game, **CEASEFIRE** (details of how to get it are on page 7.) There's also the good ol' **Captain Poke's POKES** , and 'load-in' **Cheats** with **Tips** Amazing.

ENIGMA TAPE MAG

Special with this issue is a taster issue of **ENIGMA TAPE MAGAZINE.**

Just load it in and sample a taster of what you're missing in the world of tape mags. There's news and views and **ENIGMA**'s very own **WORD PROCESSOR/DTP** program and their arcade game **HYPERLANE PLUS.**



The Hacking Squad-It's heavy with tips and cheats! SU's very own Heavy Metal Man, Steve Keen takes apart the latest games.

What's this! The old slapper has had a facelift! She's a lot older than she looks though as she takes your hand and guides you through the world of adventure games.

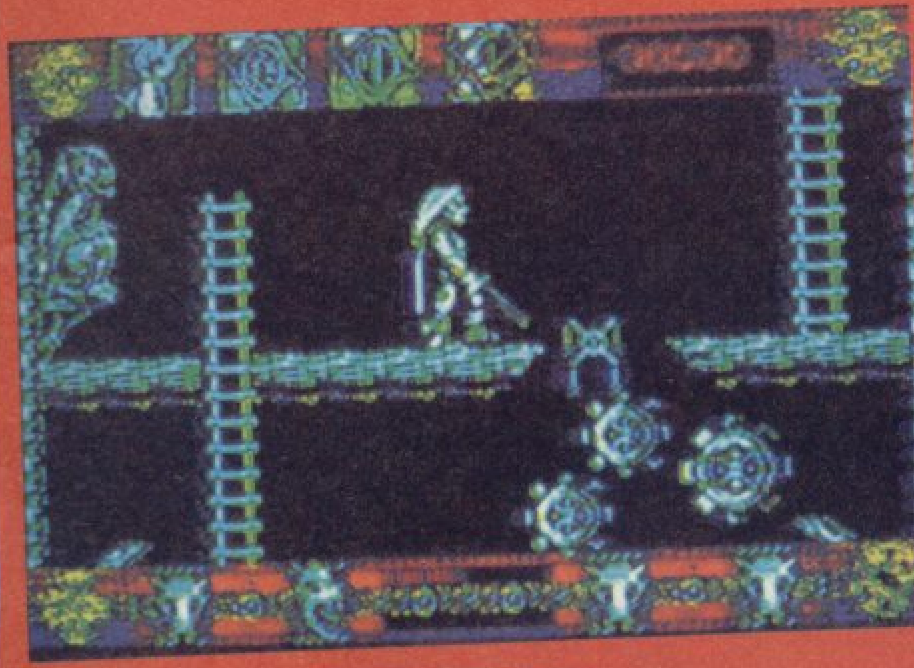
COIN-OPS

John Cook, man or (don't you miss me! out the latest on of arcades

CHECKOU

Our look at what's g down maaahn!

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SU CREW



Andrea Walker

Our art editor has gone all farty this month. The culture vulture has been hanging out at posh cinema's that only screen subtitled films. "French is in!" she declared one Monday morning in what can only be described as "shattered" Franglais. Her desk is plastered with pin-ups of Hercule Poirot and Charles de Gaul and she's programed her Mac to play the Marseillaise at the touch of a button. (Any chance of an overseas transfer! - Ed).

Fave game: SWIV.



Chris Jenkins

Mr Flash could be in danger of giving Spectrum games a good name this month: He's actually found some he likes! After the shocking news that, contrary to popular belief, he is conscious when he reviews a game, Chris has been approached by all manner of sponsors, desperate to lure the Hateful one into a deal. Not to promote their products, but to trash the oppositions! "Now was that one or two b's in rubbish? - Chris.

Fave games: SWIV, Hero's Quest.



Tony Naqvi

The late Mr Naqvi, so named because he'll be late, one day, is earning a reputation for punctuality. Never a second late, he shares a desk with Steve and the two have resorted to camping outside SU Towers in an early morning 9.29am race for the one chair that accompanies the workplace! At the moment Tony has the upper hand, Steve still can't tell the time!

Fave games: RBI Baseball, SWIV.



Garth Sumpter

Garth has been really fed up this month. Some wag has been addressing all his mail Garth 'Stumpy' Sumpter! "I am not short!" he screams "and if I find the joker they'll be eating through a straw!" This may be the case, but the mysterious appearance of tacky platform shoe add-ons and rubber wedges around the under belly of his desk descry 'Midget!'. "My mother warned me about leaving my greens" he mumbles darkly as he climbs down from his editorial Mothercare car seat...

Fave games: Swiv, Jahangir Khan's Squash, Lonewolf.



Steve Keen

Wahey! Another month and our new writer is still with us. I don't want to say that we have a high staff turnover at SU, but they come and go more often than the Pope changes his undies! Still he must be doing something right, he's been give his very own half desk, half phone, half chair and half console. Garth says it fits in well with his half brain. Your key to the executive wash room is safe for now, just make sure you don't have to share it with Garth 'cos he's ALL man!

Fave games: Swiv, Hammerfist.



Yvette Nicholls

SU's very own answer to the baby wars. (see the latest copy of YS - but don't buy it, just try a few bins). Yvette has brought a whole new style to the page design of SU. She says that beacuse she's from New Zealand, she understands how to use shape and colour to create a lasting impression but we believe her impressionistic use of colour is more to do with bringing baby Damien into the office. He may look cute, but when Yvette's not looking I'm sure he spits Gerber's Mashed Banana Dinner for small Demons onto all the artwork...

Fave game: Fast Food, Jack the Nipper and Nappy Changing Simulator.

TWELV

Hello and welcome one and all to the greatest Spectrum show on earth! We've got no less than 12 splendiferous programs for you this month, in our never-ending quest to bring you very best in all things Spectrum. There's even a contest this month to get your hands on an exclusive SU game, CEASEFIRE, which we think is so groovy it'll pop your eyeballs if you look at it too long. Details on how to enter are at the bottom of the following page, but for now, just slap in your tape and fire away...

REVOLUTION

The objective is you start in basement to reach level 8 and beyond, once elevated you must solve 4 puzzles and then return to the elevator within the time limit as displayed.

Solving puzzles.

Within each puzzle are two grey blocks, touch one and it becomes unstable for a short period of time.If within that time a second block is touched they both disappear. There are several ways to solve each puzzle but as you progress through the stack of puzzles, via the elevator, the unstable periods become shorter.

Control

Joystick is recommended, for directional control and the firebutton changes the bounce level from 1 to 5. The direction of the ball cannot be changed in mid-flight, you can only alter it when in contact with the ground or other objects

Keyboard

Q = forward A = back K = left
L =right Z to N for bounce energy levels
M =for map and P = pause
ENTER to return to game A and G together aborts the game.

Bounce Control

The top half of the on-screen meter shows the present bounce energy of the ball. This determines how high the ball can bounce whilst the lower half of the screen meter indicates the desired bounce energy - changed by using the fire button (or appropriate key)

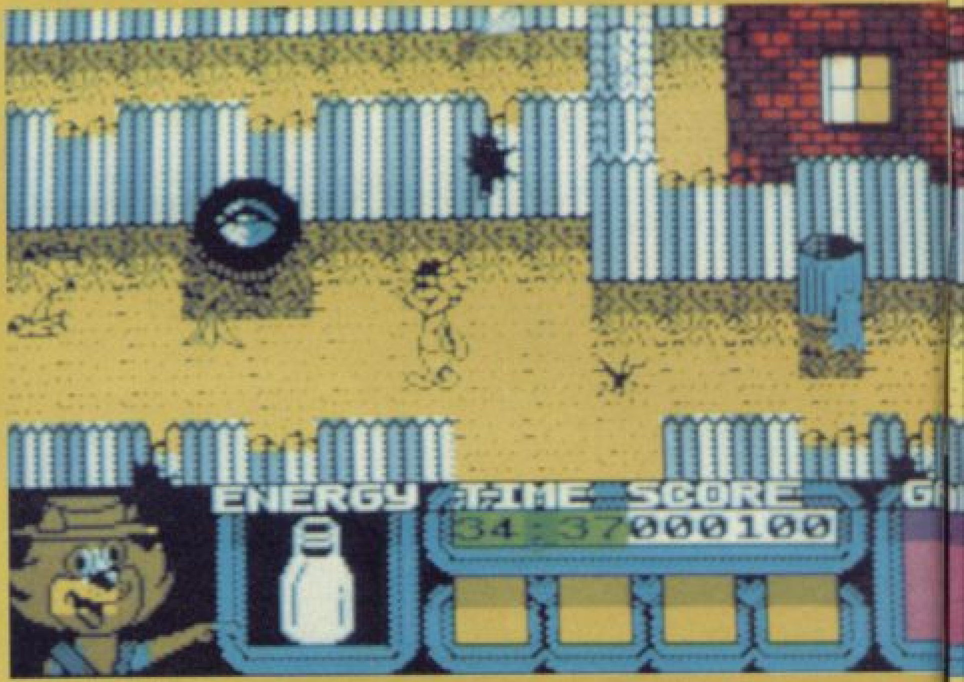
HIGHWAY ENCOUNTER

Scoot along and shoot the nasties is the name of this game. Joystick control is simplicity itself. Forward to accelerate, back to decelerate and left or right to rotate clockwise of anti-clockwise.
Keyboard Control 1 Accelerate Q Decelerate O for left P right Space bar to fire H to halt the game A and G aborts the game.

COLLISION COURSE

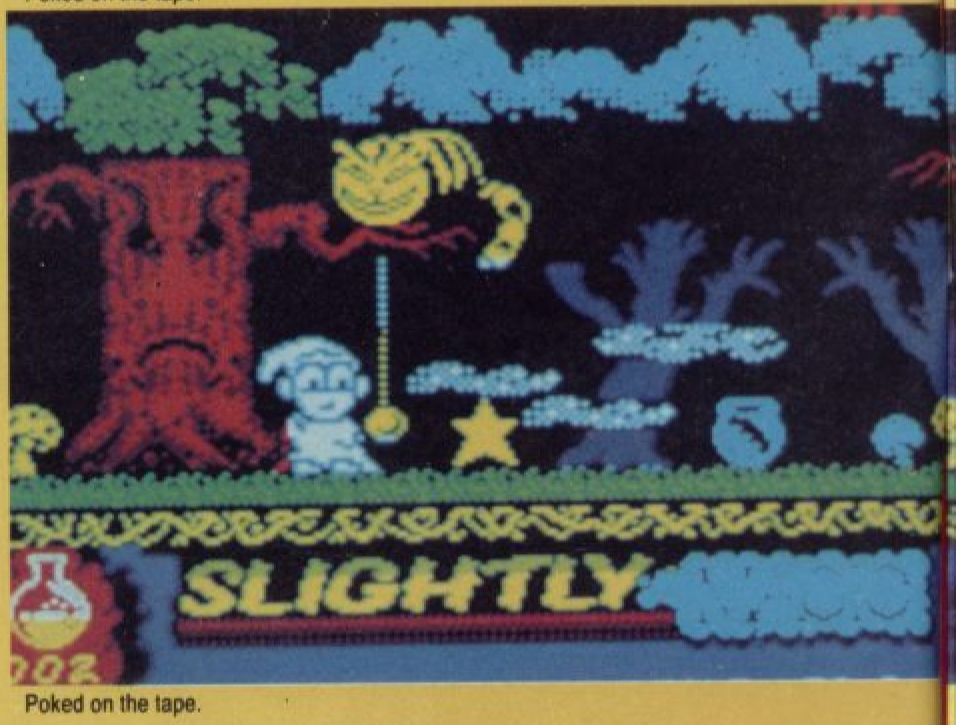
As a test pilot you are in control of a star ship. Your mission is to journey across space, using a new sub-space network. Stargate zones are areas of intense cosmic radiation where shield energy for the starship is vital. This energy decreases rapidly and needs to be replenished by collecting energy cells which line the route to the star gates. Joystick control is easiest here, with up to dive, back to climb (just like a real spaceship eh?) with left and right doing exactly what you'd expect of them.

Keyboard
Q = up A = down K = left
L = right P = pause Enter to return to game
A and G together = aborts game.



Poked on the tape.


Poked on the tape.



Poked on the tape.

E PACK

ANDROID 2
Just follow the on-screen instructions on this classic game, released by Vortex in 1983. Basically a maze game, you must control your android and scurry him around the screen and kill the evil militoids by shooting them in the head a few times amount of times until they disintegrate. Fab!

OUT FOR THE COUNT
A punch 'em to death game. As a modern day gladiator, everyday is yet another battle where you must pit your wits in the ultimate contest of skill and stamina. And as a fighter you must start off at the bottom and fight your way to the top of the rankings...

Keys

Q - Head Punch	W - Body Punch
E - Super Punch	N - Walk Left
M - Walk Right	SPACE - Gaurd

Use M as fast as you can to get up when you are knocked down. Super Punch is activated by landing jabs first then following up with the Super Punch button. This is simular to combination punching. Each time you win you go up a rank.

DOUBLE DARE DEMO
Just follow the simple on-screen menu to get to grips with this dazzling demo of Alternative's lastest piece of kit.

ENIGMA TAPE MAGAZINE
Enigma Tape magazine have kindly let us have a little taster of their tip top mag. The magazine section boasts new, views and reviews of all the best that's Spectrum. They've also included two programs for your edification.

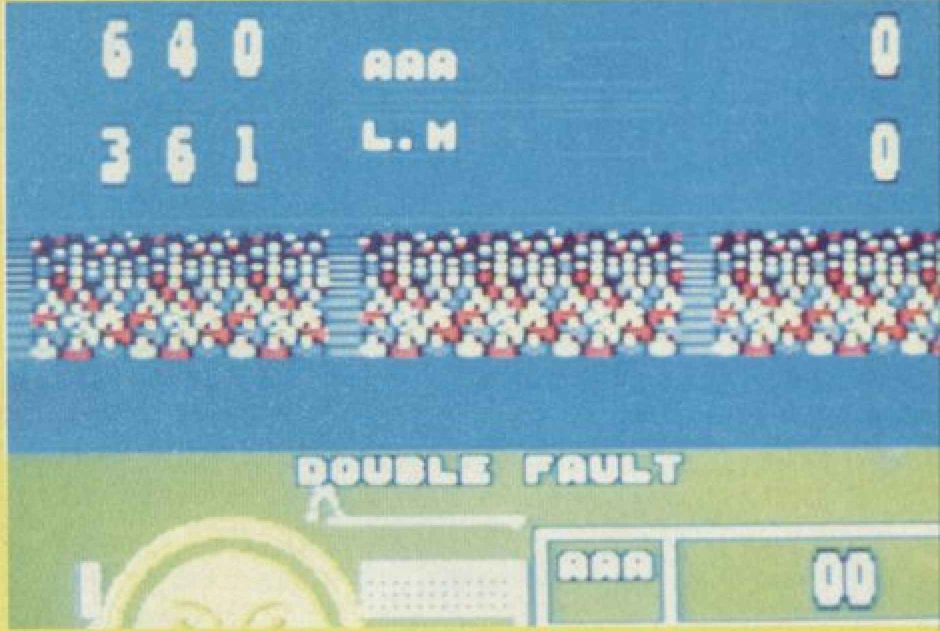
HYPERLANE PLUS
A mega death shoot 'em up for 48/128K with music - control is by joystick or keyboard and the action is racey and progressive.

ENIGMA WORD PROCESSOR/DTP
Write your own magazine and print it to your printer, or save it to tape or disc and then send to a friend. Easy

TAPE NOT LOADING?
DON'T DISPAIR - Help is on it's way in the form of HAROLD - Superhero and tape repair man!

Just send your tape back to him and he'll send you a new one in a jiffy - 'cos he's the last of the heroes!

Send your tapes to:
Uncle Harold's Poorly Tape Clinic, Spool, 1st Avenue, Deeside Industrial Park, CLYWD CH5 2NU



CEASEFIRE - YOUR PRIZE GAME!
There is a password on Ceasefire, and you must enter it to load the game. We'll be printing the password next month if you can't work it out from our clue. Alternatively, if you can't wait, then you can get the password by dialling

0839 500812

This line is less than a minute long for the Password - unless you want to continue listening to the HACKING SQUAD line.

Calls are charged at 48p per minute (peak rate)
35p per minute (cheap rate)

Ceasfire is a one player arcade adventure in which you play the part of secret ageht J.T. Ladd. You have been sent into a war-torn South American town during an official ceasefire, to rescue an Ambassador's daughter who has discovered a list of double agents working aginst the Government. You must save the firl, retrieve thelist and make good your escape. Details of your mission are given to you once, at the start of the game.

You must move around the town, collecting objects (you can hold up to three at any time) and using them by pressing the fire button, (the current weapon or item that is in use is highlighted at the bottom of the screen) When the use/drop menu is invoked, the object in the left pocket is always highlighted as that is the object to be dropped.

You can talk to people too by walking towards them - they'll speak to you if they have anything to say.

CONTROLS
Left/Right = Moves left/right Up = jump or enter doorwar
Down = Take object or go to Use/Drop menu
Fire = Fire weapon held or use object.

PASSWORD CRYPTIC CLUE:
The password is one word and here's a hackingly good crossword-like clue for it!

Stay men, nearby. We can caress SU's Mr Dykes

READERS AWARDS



Loser Lee's smiling because he knows Jason has to take the table home on the bus!

Question: Why can't you get a black cab in London at Monday lunch time? Answer: 'Coz they're all having lunch! This was the predicament our ground breaking Ed Garth Sumpter, minion Steve Keen and would-be pinball wizard Jason Bates found themselves in en-route to the SU/C+VG Win A Pinball challenge (Jan Issue) sponsored by those brilliant Mirrorsofties.

Arriving at Irwin House, on the back of an old cattle truck, the threesome were greeted by Cathy Campos PR and Mummy Christmas for the day, Rob Swan (C+VG guide), Lee Hunter (C+VG competitor) and the entire Hunter clan! The rules were simple; best of three games on the pinball between Jason and Lee, the winner hobbling off with the machine.

Lee took first blood. His fingers rattled over the buttons and Rob grinned inanely as Lee chalked up his first million and left our Jase struggling.

C+VG One SU Nil.

Jason knew he had to win the next game or it was all over. Starting with a convincing lead the SU hero scrapped through accompanied by a rasping "Cum on my son!" from Garth punching the air jubilantly with his fist. He immediately turned crimson and slinked back into the shadows as all turned round to silence the ruffian.

C=VG One SU One

One all, and the room fell so quite you could hear Rob's brain click clicking with all the excitement. Well he doesn't get to play many Spectrum games on C+VG. Lee stepped up to the table and after the first two balls they were more or less even.

Last ball. Lee shot first. It sprang from the sidings like a striking cobra, rattling through the bonus barriers for a good five minutes before finally falling into the out zone. Jason was left an impossible one million seven hundred thousand behind (double the total he had scored in his first game!). Steve turned to look at Garth who was drawing a garroting finger across his throat. "That's it man", he whispered "no chance". Visions of taunting C+VGers flashed through his mind. Rob was already contracting a courier for the table and Lee's family were scuttling around with hammers and nails assembling the crate! Jason grasped the table, beads of sweat cascading from his brow. The ball began turning up the points faster and faster and in a scene that would be at home in any film not only did Jason BEAT the score he PASSED it by EIGHT HUNDRED THOUSAND!!!

C+VG One SU TWO!

After tumultuous applause, and a quick frisking of Jason by Rob for magnets, Lee was presented with the runner up prize by Cathy, a top-of-the-range-video-recorder, and all present tucked into sandwiches and cakes. Everyone went home with a bag of Mirrorsoft goodies, but not before Rob was soundly trounced by Steve to complete his shame. So it just goes to show readers you can't get better than an SU flipper. Two nil Two nil Two nil...



Jason in the back of the SU cattle truck!

Garth's face lights up as he see the lunch





Cathy hands Lee (still reeling from the shock of defeat) the runner-up prize, a new vid.

Jason is congratulated by Lee. Now back to your corners and come out fighting!!!!!!!



PREDATOR 2™



. . . HE'S IN TOWN WITH A FEW DAYS TO KILL

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Review

Options And Menus.



The Rungs
Change number of players in each rung.



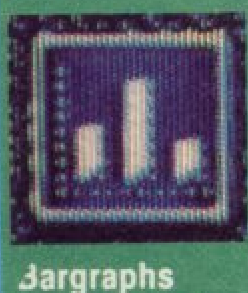
B...
(if old ...
pleted).



Eye
Highlight a player to spectate on all his future games.



Empty Eye
Turn off all watched players.



Bargraphs
Check player stats. If this is a human player you can change his control method.



Arrows
Scroll ladder.

LABEL:
Krisalis

MEMORY:
128K only

TAPE:
£11.23

DISK:
£15.31

KHAN FAX

Khan won the World Amateur Championship at 15 and at 17 became the youngest ever World Professional Squash Champ.

His Father won the British Open way back in 1957.

Jahangir Khan has competed for 6 years and played over 500 International matches without defeat, an achievement unequaled in the world of sport.

A literal translation of Jahangir's name means "Conqueror of the World".

JAHANGIR KHAN'S WORLD CHAM

When a company produces a sports game, they usually try to get a top athelete to put their name to it. Krisalis only had one choice as Jonah Barrington put his name to New Generation's squash game a few years ago as Britain's top player. So, they were left with a choice of one. Jahanghir Khan is the best darnn squash player on the planet. And they've complimented Jahangir by producing the best darned squash game on the Spectrum.

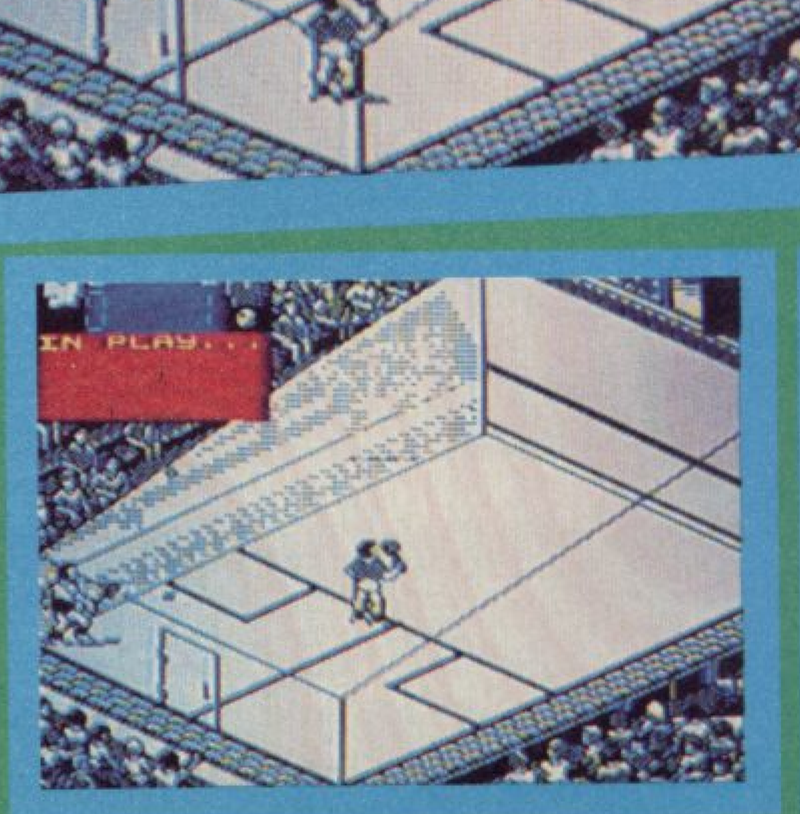
Krisalis certainly haven't skimped on presentation with this: from the attractive intro screen to the excellent options menu - this is quality design. What's extra special is that the features available have not been sacrificed either. You can take on the computer's squash ladder opponents in one player mode or two players can knock up together (oo-er!). You can change a player's name, practice a match, change ball type (blue being the fastest down to yellow) change the number of games per set and you can even choose what language to use. (That's English, Spanish or Italian - not normal, colourful and Bernard @*!!ing Manning!)

Play is by joystick and it's perfectly simple - just run around the court and hit the ball - there's even the option to have a second servce. These rules are identical to those used in the real game. Players even walk across court to pick up the ball when it's their service.



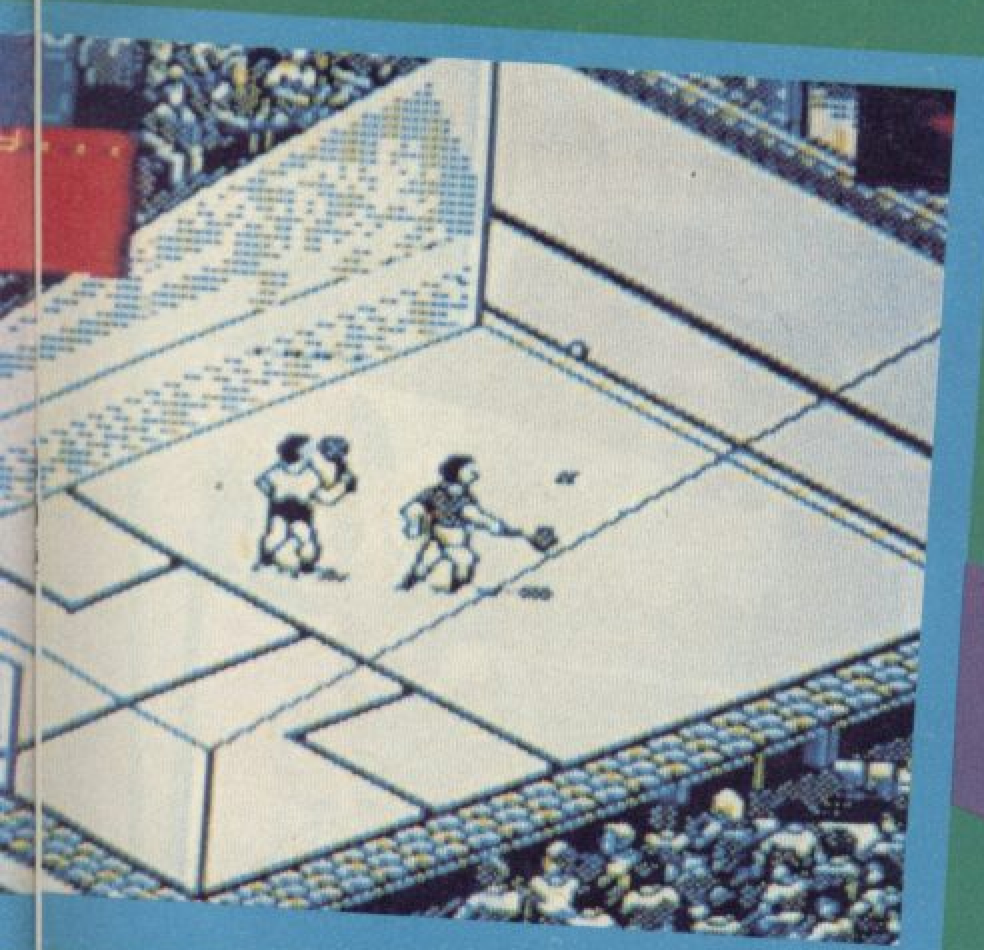


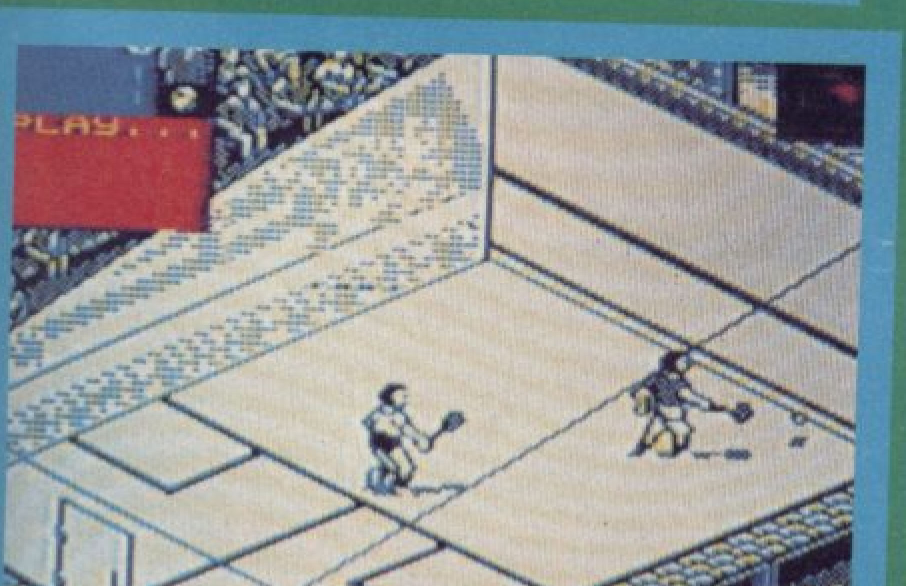
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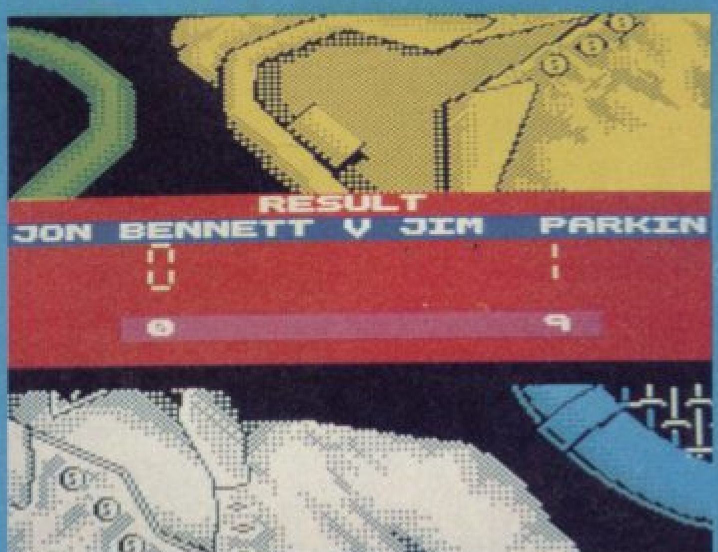


MPIONSHIP SQUASH









scores

GRAPHICS	87
SOUND	69
PLAYABILITY	90
LASTABILITY	85

OVERALL 90%
Steve Keen

Jenghir Khan IS the greatest squash game ever on the Spectrum - progressive, challenging and above all, skillfully put together. Jenghir Khan Squash is conquerer of the world!

The sprites work well, particularly when lobbing the match winning groin strainer to the back of the court and the sound is just what you'd expect if you bounced a rubber ball inside a small wooden box.

Playing against the computer, you start off at the bottom of a ladder and must work your way up by defeating each of the progressively more adept computer players. The ones at the bottom are fairly easy to overcome but towards the top, the computer players are cast iron, father-less blighters and much ball bashing, joystick crunching, fingerblistering skill is needed to make any headway with them at all.

All said and done it's well worth slogging it out with Jahangir and his mates. He is widely regarded as being the fittest man on the planet by his sporting chums who he runs ragged! So, if you make it all the way up the league to take on Jahangir, make sure you're stocked up with plenty of deodorant!

Options And Menus.



SRA
Squash rackets Association icon. Exit sub menus.



Membership
Cub List



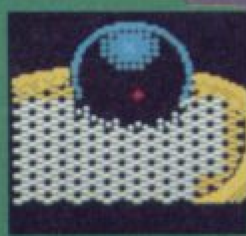
Joystick/ Human
Turn a computer player into a human player and visa versa.



? String
Change player's name.



Two Players
Player practices match against computer or human.



Ball type.
Sets ball speed.

Review



GARTH SEZ:
Well I'll be a ruddy yuppie yet - I never knew that Squash was so much fun - great graphics, good gameplay and one of the most comprehensive and logical option screens that I've ever seen on a sports sim.

Eat my shorts if we're not giving away this radical SIMPSONS PINBALL!!



Well here it is the biggest pinball sensation in years - The Simpsons! And you can get this machine which is worth £2500 into your bedroom, if you're the winner of our crazy competition!! We've colllected loads of silly sound effects from around the world, and to stand a chance of winning all you have to do is correctly identify them! So don't have a cow, have a go now!! Just...

Call 0898 404610



A Commodore Amiga Computer complete with colour TV is waiting to be won! So call...

0898 404612



You could WIN this awesome foursome! Take control now and

Call 0898 404611

Calls cost 34p (cheap rate) and 45p (at all other times) per min incl VAT. For details of winners send SAE to: Pepperoni, Sandylands House, Morecambe, LA3 1DG Please ask your parents permission before you call. Average length of the call is 5.5 minutes. These lines are unofficial and have no connection with the featured characters or their business organisation.

TELL IT TO GARTH!

JUMPS AHEAD

I am writing to you to tell you about Ivan Ironman Stewert's Off Road Racer. This game is brilliant. I had a little difficulty controlling it at first, but with a few more attempts I got the hang of it. I got onto a few different tracks (none of which are on your review, ha ha). It is a little easy, but with the speed, the graphics and the jumps this game is brilliant. I would give it this rating:

GRAPHICS	95%
SOUND	89%
PLAYABILITY	90%
LASTABILITY	93%
OVERALL	98%

I am also writing to tell you about Chase HQ 2. This game was a waste of 10.99. The graphics are rubbish, the speed is like a Skoda and the lastability is terrible. I would give it this:

GRAPHICS	60%
SOUND	79%
PLAYABILITY	75%
LASTABILITY	50%
OVERALL	65%

P.S. I have read your magazine for 16 months and if you could print this I would be very proud to be a part of it.
P.P.S. S.U. is mega-brilliant.
Jaime Ward, Widnes, Cheshire.

- *Cheers Jamie, thanks for telling what I already knew about Off Road Racer - and as for Chase HQ II, well I find your marks a little harsh but I found it a poor cousin to Chase HQ I.*

THE LATEST STYLE

Dear Garth, I think S.U. reviews and previews are very good, especially the new style ones because they tell you a lot of facts about the game and they are well presented. Here are some of my own. The first is for Dynasty Wars.

GRAPHICS	80%
SOUND	10%
PLAYABILITY	60%
LASTABILITY	74%
OVERALL	86%

Dynasty Wars is by the excellent Capcom so here's a review for another Capcom classic, U.N. Squadron:

GRAPHICS	98%
SOUND	42%
PLAYABILITY	80%
LASTABILITY	85%
OVERALL	82%

Adam Walker, Ecclesall, Sheffield.

- *Hey, it's nice to see that someone out there has noticed that we've had a redesign. The new design tries to put across all the information you need to know about new (and old) releases. Is there enough information on games or is there more information that you need? Drop me a line and let me know!*

CREEPY TWO

Dear S.U., I am writing to congratulate you on how your magazine has improved lately, bigger reviews, a bigger Hacking Squad section, and of course, more games on the tape than any other magazine I've heard of. Your magazine is often hilarious and is a joy to read, it gives me something to live for, I can't carry on without it. Well perhaps that's a bit over the top but it is certainly the best Speccy mag out and I hope it can keep up these standards. P.S. This should win Letter Of The Month and if it does could you please send me a copy of Navy Seals. P.P.S. Here is a cheat for Total Recall by Ocean. Just type in "THE END IS NIGH" with spaces on the score table. Play the game and press ENTER. *And what's this, you can skip levels!!
Marcus Evangcloa, Sheffield.

NARCED!

You pillock! Imagine giving Narc 87%, when it should have got over 90% and a classic ('cos you didn't have S.U. Gold then). For a start, the graphics are well 'ard, I wanted to keep coming back for more drug bashing mayhem and it's dead easy to control. One thing I agree about is the sound and I think 78% was about right. Here's a much better review:

GRAPHICS	93%
SOUND	78%
PLAYABILITY	91%
LASTABILITY	96%
OVERALL	95%

Although I don't forget agree with your review on Narc I still think your mag is mega and agree with most of your reviews. I will forgive you if you send me a copy of Total Recall. After all, everybody makes mistakes
P.S. S.U. is easily the best Speccy mag out.
P.P.S. Please print this letter.
P.P.P.S. Please, please send me Total Recall.
Alistair Bell, Beaconsfield, Bucks.

BACK TO THE FUTURE (Part IV)

LETTER OF THE MONTH

I've just returned from the future and boy do you look nice (in your wooden suit). I have a +3 and just picked up a 2601 ram upgrade for 5 credits. The new hologram 3D look on your cover is good, but your show on Channel Software, well it's brill. I was watching it on my T.V. lapel pin and your great grandson was reviewing the new, completely interactive Sim-galaxy in 3D. Digisoft did a great job and you mag gave it an S.U. PLUTONIUM, it also gave Totally Turtle 96%! Oh I forgot, alien blasters are banned and Martians have sued just about every Softco. on earth! Disgusting! I would give ROBOCOP II:

ADDICT	99%
GRAPHICS	89%
SOUND	88%
PLAYABILITY	109%
LASTABILITY	90%

Chase HQ 2 was crap! Shad' Warriors was brill!! The year 2061 was a great place! Your grandson is an idiot! Sim galaxy is marvellous! Speccys are ACE! Plus D's are a load of ole' tosha! Sewers are smelly! S.U. is the bestist mag in the entire cosmos! Your reviews are always spot-on! Simon Goulds ROBO II cheat doesn't work! The +3 lives!! C**** is a load of rubbish! Y* S* is a load of crash! Send me some free disks (only joking, that was to wake you up)!
Noel (+3 owner) Griffin, AKA Skateboarding paperboy of the Apocalypse! B-ham B27 7YA N.E.P.T.U.N.E.

- *Boy, are you in a bad way sucker. I leapt into the SU time portal when I read your letter and in the year 2061 SU isn't printed any more. You get an SU cartridge which you plug directly into your C.I. (Computer Implant) port which is situated just behind your ear. The information is then directly downloaded into your brain. Sounds terrible eh? Not so! Due to you being able to learn anything dirctly from cartridge, there's no need for school! (Hurrah!)*

TELL IT

SHE'S NOT THERE

Dear S.U., Weird mag you got 'ere, I wanna write to the Sorceress, but I can't find the address so I'm writing to Write Stuff to pass it on, PLEEZZZE!!! Actual letter-: I've been playing Kentilla (not many people know that) and have got to the stage where I'm in the wooden boat and have just rowed west then the boat fills up with water and I have tried everything but still manage to drown when I move. Please help, I'm contemplating suicide if you don't tell me, also how do you enter Tylon's Castle??!! From a Bolton Wanderer's supporter.
Graham Robinson, Soham, Cambs CB7 5AE.

- *I've passed your letter on the Sorceress, who says she'll help you out next month. Unfortunately, your letter arrived to late for her to help.*

GREMLINS' GREMLINS

Seeing your caring advice on the fabulous Gremlins computer game from Adventure International in the Sorceress I was wondering if I could obtain a copy of this classic. I would really be grateful if you could offer any help as I'm a true Gremlins fan. P.S. Keep up the good work!!
Clark Pemberton, Wigan, Lancs WN3 5HZ.

- *Okay, there's a bit of a problem (or a gremlin) at the moment 'cos Adventure International are a bit tricky to find. However, if you take a look at the Sorceress column this month, then apart from seeing our (loverly) new illustration of our lady of the adventures (Fwoarr!) there's also featured the Public Domain Library which may have some copies of the game for you.*

ACE GAMES

Dear Garth, I'm a consistent reader and I think SU is the best mag I have read (grovel, grovel) and I would like to congratulate you on lasting so long. Anyway, I would like to give my reviews on some ACE games.

T.M.H.TURTLES
A good game with good graphics and gameplay, but it is too easy. I completed it on my third go. 61%.

E.S.W.A.T.
An excellent game, good graphics and gameplay. I haven't actually got the game, but I played it at my friend's house. 99% S.U. classic.

MIDNIGHT RESISTANCE
Probably the best game since Robocop. It has taken me 6 months to complete and that was with a poke. 100% S.U. classic.
So there are my favourite games that are recent. Keep up the good work.
Simon Holiday, Stockton-On Tees, Cleveland TS19 7EN.

- *Congratulations on lasting so long? Whaddaya mean? I'm only 23 - I just spend a little too much time hanging around arcades and falling off my skatboard, oh yes, the beard is really only a stick-on one.*

SUCK UP FOR SOFTWARE

Dear Garth, me and my friend are always arguing about who's got the best computer. I've got a Speccy +2 (brill or wot) and he's got a Smeggy Amstrad 464. I had played Chase HQ on both computers. On the Amstrad- no music, no siren, and Nancy looks like a pig. So I thought I had the upper hand. I took my Speccy, t.v., and all my games round to his house. The only game we both had were Salamander, Paperboy and Cryzor. We both loaded Salamander, and it was worse on the Amstrad than on the Speccy (1-0)! Then we loaded Paperboy, and I'm ashamed to say it is better on the Amstrad. The deciding game was Cryzor. I was horrified when they loaded, cos the Speccy version was utterly pathetic (1-2)! I have now almost recovered after spending several weeks in a mental asylum , but the fight isn't over yet! So please send me zillions of games that are better than their Amstrad counterparts, so I can Finally prove to my foolish friend that I have a better computer. If you don't I'll send my mad pet lump of coal around to put mucky marks on your purple y-fronts. P.S. Angler's weekly is probably better than Crash!
Dan 'the man' Rochester, Darlington, Co Durham DL1 2EP.

- *If I sent you all the games that were better than their Amstrad counterparts, I'd be bankrupt overnight. So why not just show him your Ten Pack tape and say "Fwwwwooaaar!"*

MESSAGE IN A BOG ROLL

Dear Garth. You know those crap "end of game messages"? Well, I've got one for you. I spent 2 hours trying to complete Back To The Future 2, and what did I get at the end? ' to be concluded in BTTF3" Are Image Works a load of lazy sods or what? But apart from the end it's a good game and deserves much more than 59%??!!! I would say about 86% and a classic. P.S. Your mag is awesome and great value with 8 games on the covertape. P.P.S. I have a cheat for BTTF2. Get onto level 2 and let your time run out. The type N when the computer asks if you want to play again. Then rewind to the beginning of the tape on side two and press PLAY. In the end the computer will load level three with loads of lives. do the same on level 4 if you think you can get to it. (it will be searching for a long time so don't think it's not loading).
Kevin Thornberry, Lancaster LA1 2HU.

TEN PACK PACKING IN?

Dear Garth, I've some suggestions to make. 1. You said about switching the 128k music on and off and loading the sampler in 128k mode. Neither will work on 128k, so put a 128k version of every game on tapes.
2. The tapes are increasing in quantity and decreasing in quality. I have some suggestions of games to put onto tapes: Sophistry, moto's, Explon, Nebulus, Moonstrike and Bionic Commandos, especially the 128k version.
Owain Carter, Bridgend, Mid Glam.

- *Well, I don't think the quality's going down - the game's are getting older though - but I'm afraid that's not really my fault. You see, overwhelmingly hostile forces are at work. E.L.S.P.A. (The European Leisure Software Producers' Association), who are made up of software producing companies, want us to only put two full games on each tape because they say we're devaluing software, and that if readers can get loads of free games on tape, then they won't go out and buy software. I don't believe that's the case, but there's a lot more of them than me and unless a solution is found,*



SU RATED

Dear S.U., Here are my reviews for S.U., Y.S. and Crash

S.U.	
REVIEWS	
GAMES	95%
COMPO'S	98%
LASTABILITY	96%
OVERALL	100%
	97%

Y.S.	
REVIEWS	
GAMES	83%
COMPO'S	75%
LASTABILITY	80%
OVERALL	90%
	82%

CRASH	
REVIEWS	
GAMES	65%
COMPO'S	90%
LASTABILITY	85%
OVERALL	60%
	72%

P.S. Temple of Terror was amazing. Lets see more type-in adventures.
P.P.S. S.U. is brilliant.
P.P.P.S. Please send me some 48k games.
T.Element, Stockport, Cheshire SK12 4JY.

- *Wow! Praise indeed, but I don't agree with your marks for SU. They're too high. If we were really 97% then there'd be nothing we could do to improve the mag and we're constantly trying to do that. Oh yes, you can't have any games because you're a bit of a creepypants. - What's that? Your brother's HOW big? A black belt in WHAT? Err, all right, you can have an SU Crew badge - but try to keep big bro away from me!*

well, they could make SU's life VERY difficult indeed by witholding their advertising from SU and therefore remove the money we need to produce the magazine.
There's a big meeting planned soon, with all the big cheeses crammed into one small office and once I know what's going on, you can sure that I'll let you all know. Meanwhile, if you have any views on the subject of cover tapes devaluing software, E.L.S.P.A. or advertisers, then just let me know by sending your letters to:
THE BIG DEBATE, SU Towers, Priory Court, 30-32 Farringdon Lane, LONDON EC1R 3AU.

AFTERSUCK

Dear S.U. Your mag is the best in the world. I'm writing to ask you, could you please send me Afterburner. I've looked everywhere but still can't find it. I would be very thankful if you could send me the game. P.S. I love your free games.

Peter McCleery, Downpatrick, Co Down, Northern Ireland.

Dear Garth, 've got a Spectrum 128k +2A. I recently sent off for Golden Axe which I had seen on my friends computer. I haven't got it yet and it's been 2 months since I sent off for it. I sent a letter to the firm and they said they didn't get my letter. I'm very cross and I think this is my chance to say "can I suck up for some software". Please, please, please could you send me some software because I've run out of money and I don't have a job. Thanks very, very much.
Sean Watson, Otford, Kent.

- *No job? Well, if you paint the outside of your house a different colour and send me before and after shots, I'll send you some software.*

Dear Garth, I wrote to you because I'm truly stuck up for software. I couldn't write to that trash called Crash or that pure stinker known as Y.S. I've only bought 7 games for my Speccy, not including the excellent covertape. The games I bought are Dizzy, 1 2 3, Kwik Snak, Rainbow Island, Sci, Harrier Attack. I only get REAL money at Christmas or on my birthday. My birthday was three weeks ago, so I went to town to buy Navy Seals but they didn't have it so I bought Sci. I nearly cried when I loaded it up. It is the worst game I've ever played and was a waste of £10, so please, almighty kings of computer mags, send me a copy of Navy Seals to make the most of my Speccy.
P.S. If you can't give me Navy Seals then could I have Dizzy 4 as I can't find it anywhere.
P.P.S. Why didn't you review Kwik Snax.
Gregor Robertson, East Craigs, Edinburgh.

- *We didn't review Kwik Snax because it wasn't sent to us for review by the company until two months after Matt had reviewed for YS. And who wants anything after YS have had it rolling around their hut and taking upvaluable space in the larder? By the way, happy birthday - I hope you enjoy the birthday present I'm sending in place of the Peruvian Oil Tanker that I couldn't wrap up properly.*

Dear Garth, I am writing to suck up for some software because there is a guy in my form and every time the subject of computer games comes up, he boasts he has more than 80 games and I can only afford budget games, so please could you send me Midnight Resistance to prove I don't just have budget games and also because he hasn't got it!
P.S. I've just started collecting S.U. and I think it's fab!
Peter Gorton, Droylsden M35 6HU.

- *Hey, Midnight Resistance is soo good that you should buy it. And if you don't like him boasting then why not try sneaking a Ford Escort into his school pudding? Imagine his surprise when he bites through the custard and breaks his teeth on the bonnet.*

Dear Garth, I'm sucking up because I can't afford to buy games with my feeble pocket money (after buying S.U. every month), and so I never have any of the games on Captain Pokes or Hacking Squad. Please, please, please could you send me some games. Also I think you are a great, super, fab dude, lick lick, suck suck.
Owen Fisher, North Shields, Tyne + wear.

Dear Garth, I'm sucking up for software because I really like U.S. Gold and Infogrames games. So please send me their 2 new releases: Nightshift and North & South. By the way, Sinclair User is the best.
Daniel Scott, London N4 3QL

- *By the way, this is the worst SUCK UP letter I've ever had. Go and buy them sucker!*

LONE WO

THE MIRROR OF DE

Mystic adventure role playing games may not grab everyone by the short and curlies, indeed many players will draw a definite line of preference between RPG's and all action shoot 'em ups or beat 'em ups. However, methinks Lone Wolf: The Mirror Of Death, might just satisfy both factions of computer gamer.

Don't get me wrong though, this is definitely a grab your sword and smash some skulls type of game, its advantages lying in the fact that, unlike other platform beat 'em ups, there are no opportunities to pick up weapons or life icons during the game, instead you must choose four special Kai skills out of a total of eight before the quest begins and believe me, Wolfie will be in it deep and smelly if you don't choose the right combination. The sound, which includes spooky wind, the clanging of crossed swords, the vile screeching of Krows, (fiendish birds of prey), and the dull thud of a thump in the gnashers, also adds tremendous atmosphere. This combined with good graphics makes it very easy to get involved with what our hero is doing.

Lone Wolf is definitely the main man, (Andrea reckons he's a hunk); as strong as Arnie with as many moves as Vanilla Ice. He is the "last of the Kai masters of Sommerland", a mystic warrior, who must carry out a mission against an ancient enemy, the evil sorcerer, Gozrazh (Garth??), who has hidden one of the seven lorestones of Nyxator, in the tower of Kazan-Gor. As the last Kai warrior you have pledged to regain possession of these stones. The tower is guarded by a Mirror Of Death which was shattered into seven shards. Each of these shards, now fashioned as swords, are wielded by unearthly creatures who protect the tower by taking on the form of an intruder's dark side, meaning ol' Lone Wolf ends up fighting evil shadows of himself.

The level of control provided for your character is quite impressive, with eight detailed attacking and defensive manoeuvres that all need practice. A good joystick is very useful here but it's still manageable with an average joystick or the keyboard.

The game play is deceptively easy at first so beware of your opponents on later levels, remember they are mirrors of yourself so they have the same Kai skills available, and can freeze you with a psi surge or become invisible during combat. For this reason your initial choice of Kai skills should change as you become a slashing highlander type swordsman, replacing offensive skills with defensive skills, to counteract those your opponents are using.

There are seven guardians to defeat, loads of disgustin' gargoyle spit to avoid, hundreds of krows trying to peck your bonce, and a variety of death wheels and other devices to avoid, so go to it laddie, and remember, the ancient ones are watching!.

LABEL:
Audiogenic

MEMORY:
48/128K

TAPE:
£10.99

DISK:
£14.99

WOLF FAX

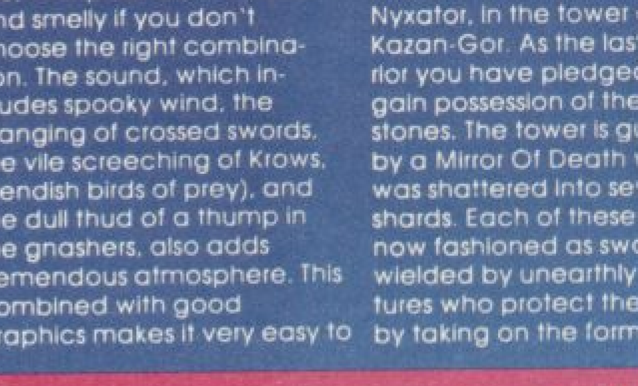
Lone Wolf is based on a character of the same name which has appeared in over 26 interactive adventure role playing books. The game was developed by Audiogenic with assistance from Joe Dever the man who wrote the books and originally created the world in which the warrior exists. He also provides (in top notch D&D language) background information on its history by way of an introduction the quest. And...shouts of joy, the story doesn't end when you've finally destroyed the Mirror of Death on your Speccy, the game comes complete with the latest role playing book in the series, so all you Lone Wolf "grand masters" can grapple with more dire deeds and mayhem.



"Watch out those Krows are d



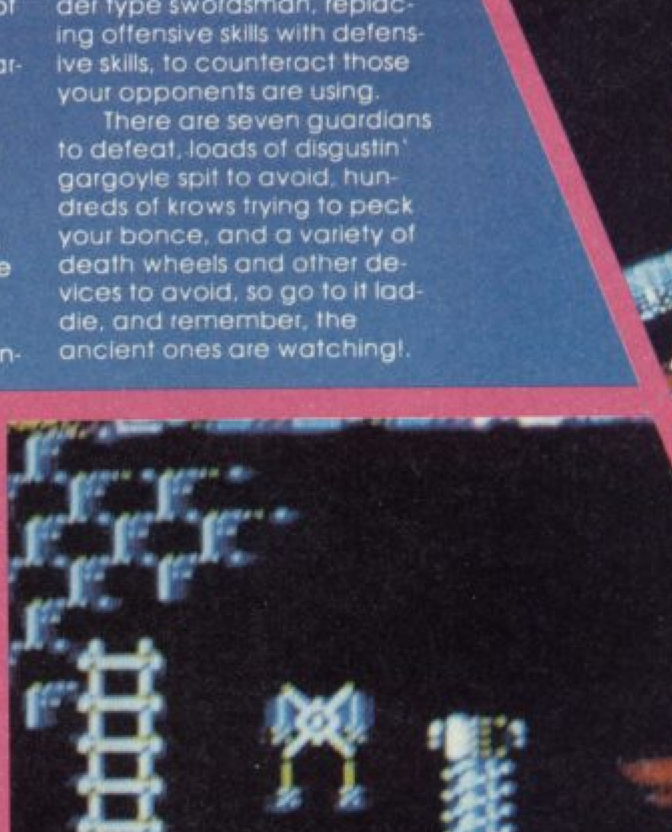
"Tut tut, just a s



"Leap past the Gargoyles."



"Should I stay or should I go, lift or ladder?."



OLF
EATH

(1)Psi Surge: Will paralyse an enemy unless they have a Mindshield

(2)Mindshield: Protects against Psi Surge

(3)Animal Kinship: Similar to Psi Surge, freezes your foe.

(4)Invisability: Da-Naa!!, hey presto the baddie can't see Wolfie any more



(5)Sixth Sense: Prevents you from getting lost.

(6)Divinity:Enables you to see the demons if they become invisible.

(7)Weapons Skill:More punch, power and speed.

(8)Healing:Recover quickly from battle.

"Choose your skills, but choose carefully!!, remember you can only have four, and can't get any more or change them during the quest."



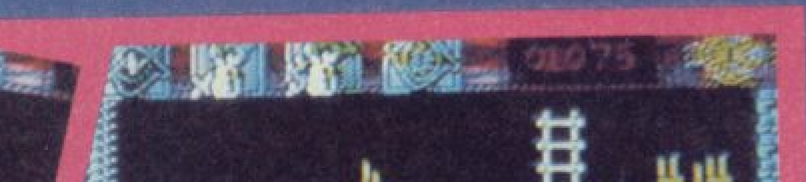
...gerous.



...dow of your former self."

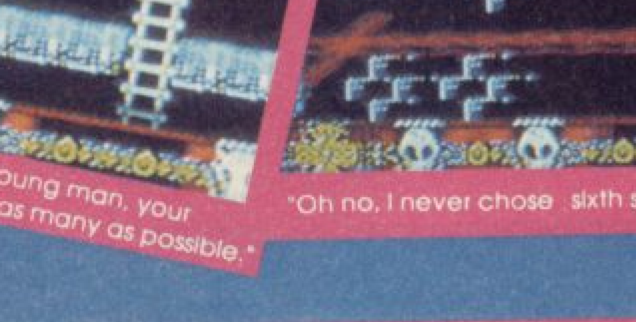


"Sally forth young man, your destiny kill as many as possible."



"Oh no, I never chose sixth sense as a Kai skill, better go back!."





"What a swine, kicking lone wolf below the belt."



"It worked though."

ISU GOLD

scores

GRAPHICS	94
SOUND	93
PLAYABILITY	89
LASTABILITY	89
OVERALL	90%

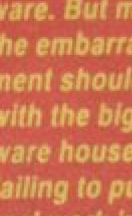
Alan Dykes

Super platform adventure game that gives lots of enjoyment and lastability that comes from developing skill, judgement and plain old kicking ass.

Review



Garth Sez:
"It's almost embarrassing these days to give Audiogenic yet another award for a piece of software. But maybe the embarrassment should lie with the big software houses for failing to put any real work into their Spectrum games.



Andrea Sez:
"This might not be my normal sit-down-and-shoot the buggers to bits type of game - the control system takes some time to master - but once familiarised, there are a wealth of movements that can be made.

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JETFIGHTER 2
TOP GUN EAT YER HEART OUT!!

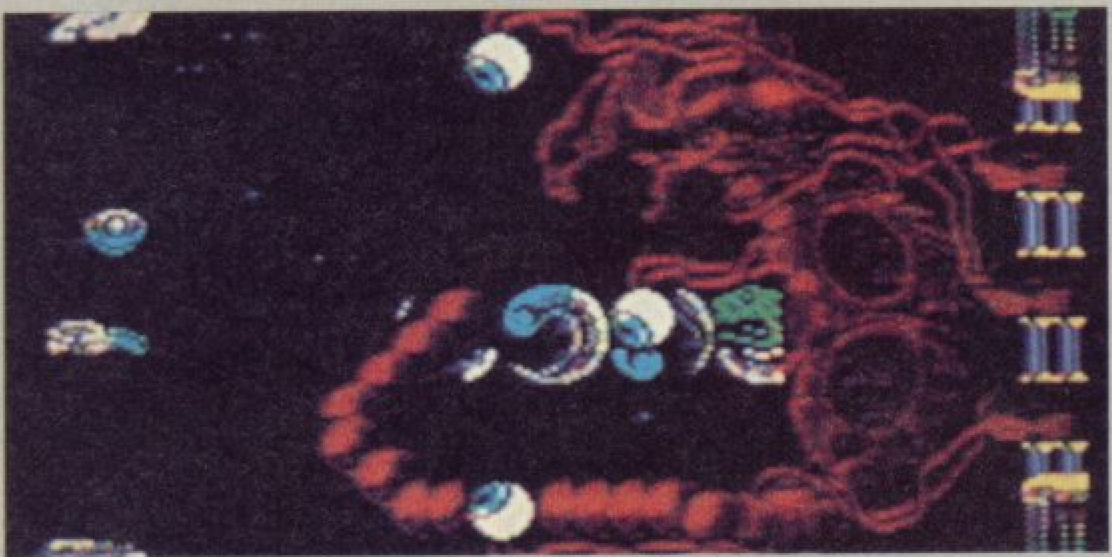


STREET FIGHTER II
ストリートファイターⅡ

STATE OF THE ART ARCADE VIOLENCE!!
EXPOSED INSIDE...



Right You 'Orrible Lot! Stand By Your Speccy's And Report For Duty On The Double! Here at SU Towers we garantee you over FIFTY hacks, pokes and cheats every single month. Over time is the buzzword for this issue and Col. Sumpter has had all us squadies breaking our backs over the sacks of hacks that arrive daily at the EMAP barracks. "Stop yacking and give me FIFTY mister!" is his tyrannical cry, so here they are.



R-Type

For infinite lives here's a poke that'll help you go all the way to the Milky Way! 37452,0.

TOTAL RECALL

On the high score table type in THE END IS NIGH and you can advance a level. Totally wild!

Roopesh Mandalia, Harrow, Middx, HA3 7EG.



TURRICAN

Someone's found a great cheat for this blast 'em up. First press down the keys OVN to gain 99 lives. Once this is done press the 0 button and you can travel to any level you wish. Thanks to: Mark Sumner, Washington, Tyne and Wear, NE38 0NT.

Here are some tips from ace hacker Blair Glencorse:

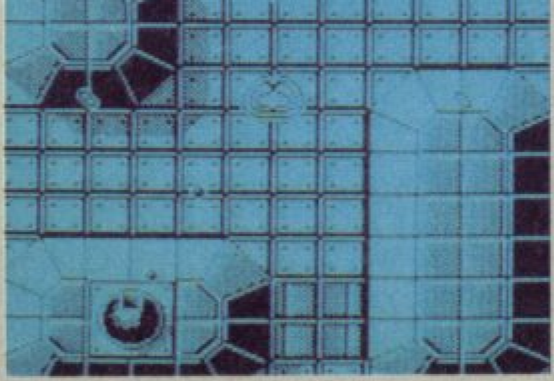
On overland when the motorbikes come stay to the side and they can't get you. In Fantasy World Dizzy, go to the fire breathing dragon and press enter when he breathes his fire. Then exit the menu and he won't breath fire any more. In Ghosts N' Goblins never ever, not even for a Dairy Lea Slice, get the fire balls. They are about as useful as a dolphin in a transistor radio!

Horncastle, Lincs, LN9 5QF.

C.J.'s Elephant Antics

Fed up with not having enough lives on level 2? At the title press 5, you will now be on 2 player, kill frogs and collect bombs. Leave player 2 at start of level. Complete level 1 (to kill Hunchback stand next to him and fire bombs). Then at level 2 player two will be at the start with you. Change your controls onto player 2 and you will have 9 lives. Thanks to:

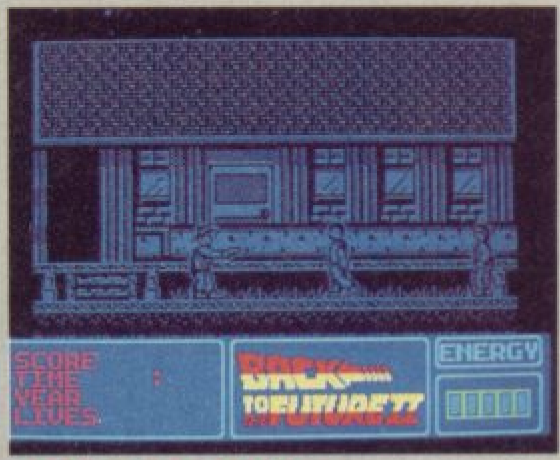
Tim Shirley, Somerset, TA1 1DP.



3D PINBALL

When your bonus is running down, if you press Tilt (2 and 0 together), the bonus will reset itself and start running down again. Well that's what Mark tells us, what a wizard!

Mark Dowson, Wakefield, W. Yorks, WF3 4PT.



BACK TO THE FUTURE 2

When you are asked to play again after dying on levels 2 and 4 press no and play the tape and you'll go to the next stage and your lives will read FF which is a lot of lives in my book!

KWIK SNAX

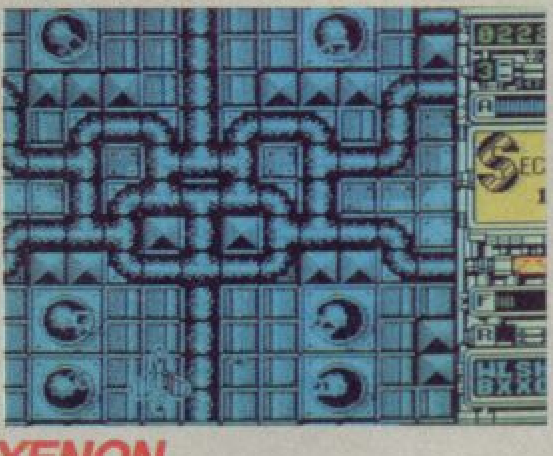
```
10 REM  GET BACK JACK!
20 For F=23466 to 23472
30 READ A:POKE F,A : NEXT F
40 MERGE "":POKE 23768,0
50 POKE 23839,170:POKE 23840,91
60 POKE 23881,170:POKE 23882,91
70 RANDOMIZE USA 23760
80 DATA 175,50,232,181,195,0,128
```

COMBAT ZONE

When playing the game hold down all the keys and you get this message saying cheat Modi Ready and Cheat Mode Installed. You can now have 256 lives and infinite hyper bombs.

TREASURE ISLAND DIZZY

The Sinclair Ambush mag is used for getting points. Drop it in the water where the big fish at the start is and that fish should stop.



XENON

Start the game and press break to pause. Now push down TINY and your fire button and as if by magic you have all the lives you'll ever need.

TOOBIN'

61721,0 for those extra lives.

STREET FIGHTER

41740,24 this one is highly original and gives you extra time instead. Thanks goes to:

Steven Wilson, Coamlington, NE23 6BG.



FANTASY WORLD DIZZY

Give the apple to the troll and then put the fire out by using the jug of water. Collect the bolder and go to the rat and give it the bread and it will run away. Now climb the stairs and jump left and keep going until you reach the table. drop the bolder and stand on the far left of the table then jump left go up the stairs and get the bone. You'll need it latter. This letter goes on and on. All the above is the hard hacking work of:

Gary Corbett, Co. Down, N. Ireland, BT26 6PL.

STARFACE

Redefine the keys as TRONIC. After this several beeps will be heard if it's working properly. Redefine the keys again and start the game. You will have infinite lives, but even so this is still a STONKA!

UNTOUCHABLES

Get your name into the high score table and type in HUMPHREY BOGART. When you are playing the game press the left side of the keyboard to skip levels. Here's looking at you kid!

COUNT DUCKULA

Press down all the keys on your keyboard and the title will change from Count Duckular to THE REVENGE OF THE BANANA MILK! When you start the game you can walk through all doors with only one key in your possession.

BLACKBEARD

Some tips for those of you who are not too good at this pirate romp. Empty the treasure chests before moving on a level. If you get drunk get under the cover of a wall. Don't walk into the middle of the sky lights or you will fall through. Don't use cannon balls for cover because the enemy can shoot through them and don't waste bullets.

Martin Strang and Stuart Smith, Barrhead, Glasgow, G78 1JH.



CHASE HQ

Choose the redefine keys from the menu and type in SHOCKED.

Steven Mock, Newcastle.

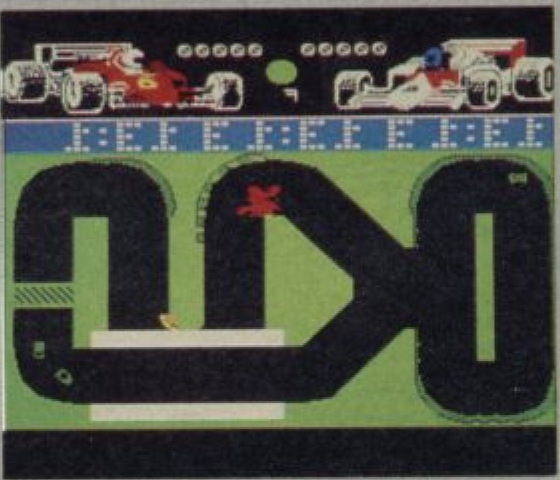
MANCHESTER UNITED

If you want to enter into the real world of football CHEAT. To do those illusive bicycle kicks stand still and press fire twice (what ever way you are kicking the ball will follow. If you are bidding for a player lay down 5,2,00,000 and you will always get your man. When you find you can't outwit a star goalie go to the by line then dribble in between the goalie and the posts then just kick the ball into the net. All together now...Nice one Stephen, nice one son...

Stephen Lerghlan, Newton Farm, Hereford, HR2 7TR.

SOLOMONS' KEY

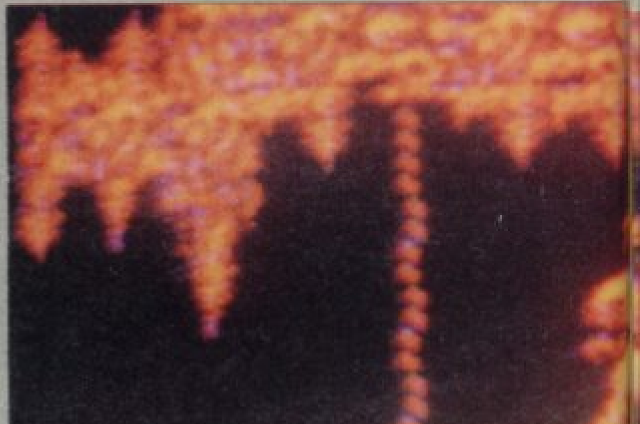
If you redefine your keys as EBORP then redefine them how you want you will have infinite lives.



KENNY DALGLISH FOOTBALL MANAGER (Er humhum Ed.)

Need lots of dosh in a hurry? No problem. Borrow some money from the bank and start buying players. When you have less money than you owe the bank stop. Now pay back the money plus one pound. For example if you owe 9000 pay back 9001. You will then find that you have minus 9,999,999. Go to the transfer market and buy a player. Play the next match and you will find that the minus sign has miraculously disappeared leaving you with nearly one million pounds! If only life was that easy.

Fraser Swan, Scotland, PA7 5EC.



GRAND PRIX SIM 2

If you type your name in as INTEGRA you will get past every circuit no matter what your time.

SAVAGE

The passwords are Level 2, SABATTA and Level 3, FERGUS.

Simon Odley, E. Lothian, Scotland, EH41 4LB.

SANXION

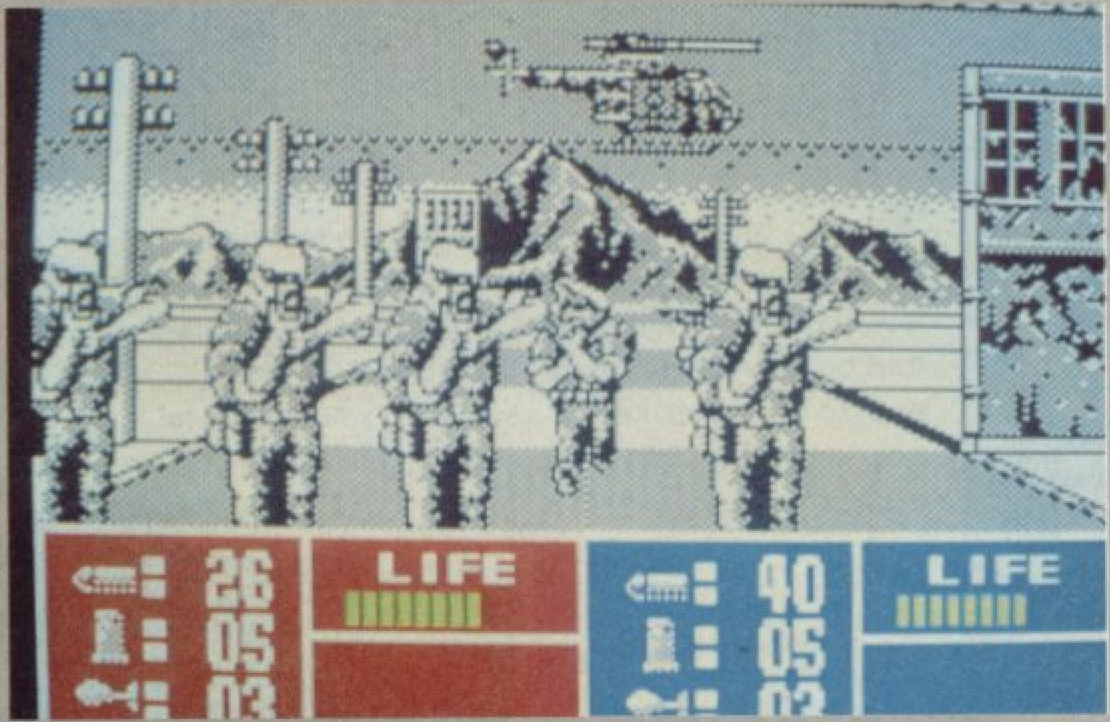
For infinite lives redefine CHEAT and LYNN as the password.

TASKFORCE

Redefine the keys as CRASH (light) 55420,255









OPERATION THUNDER BOLT

Type EFI on the high score table and also when playing type KEV to skip levels. Wow! lotsa tips there from:

Matthew Guffick, Hartlepool, Cleveland, TS25 3DF.

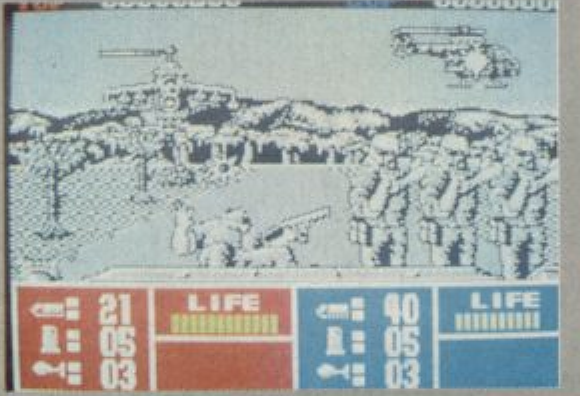
On the same game if you define the keys as 1=left, 2=right, 3=down, 4=up, 5=fire, and Enter as Grenade. Then define player 2's controls as the Sinclair joystick in port, start a two player game put the joy stick in and you can control 2 players. Hmm interesting one Carl thanks.

Carl Northwood, Near Shifnal, Shropshire, TF11 9BY.

INDIANA JONES AND THE LAST CRUSADE

Hold down DOT when the game has started then press shift to get to the level you want.

James Starkey, Frodsham, Cheshire, WA6 7HZ.





Spy Hunter

Feeling the need for some extra weapons? Well if you hang around on any piece of open ground you'll be sure to come into contact with a weapons truck. Well that's what DAvid tells us.

David Thomas, South-end-on-sea, Essex.

TITANIC

Thanks to all of you who sent in the password to this game. It took us ages here at SU to get to level 2 so here's the password for all you frustrated Hackers. Just type in SUSIE and you can go onto the next level when ever you like.

NINJA MASSACRE

And lastly this month here are the level codes for this martial arts feast. SNOW, EASY, RACK, BLUE, STAG,HULL, BEER, and BARD. Arigato and Seyenara!

Paul Foulds, Accrington, Lancs.

COBRA FORCE

Redefine as SIMON.

MR HELI

When playing press 0 for lots and lots of lives.

ENDURO RACER

Press DELETE and Q when playing to be taken through the 3 stages.

SUPER TANKS

Pause the game and type STANK for infinite lives.

MULTI POKES

SUPER SPRINT	
Always Upgrade	40968,205
Always Qualify	49359,201
URIDIUM	
Immunity	55419,0
"	55420,255
IKARI WARRIORS	
Infinite Fuel	40618,0
Infinite Tanks	62384,190
NEBULUS	
Infinite Lives	32941,0
Infinite Time	43650,0
I BALL	
Infinite Lives	49165,0
"	48790,0

No Gun Overheat	49781,33
METROCROSS	
Infinite Time	43006,195
"	44490,0
TARGET RENEGADE	
Infinite Lives	63160,50
FLYING SHARK	
Lives	54462,201
Smart Bombs	54379,3
No Enemies	51631,201
All Die	68082,201
Immunity	48114,0
"	48115,1
Goto Next Level	39997,3
Extra Lives	42464,N (N=Lives)
Extra Bombs	42490,N (N=Bombs)

KNIGHTLORE	
Lives	53567,0
MARAUDER	
Lives	35160,175 +
"	35161,50 +
"	35162,95 +
"	35163,250 +
Smart Bombs	34231,0
TOMAHAWK	
(N=Lives)	35508,N Lives
24601,0 Rockets	37140,167
Hellfires	37206,167
Bullets	37087,24
Fall Any Height	32646,195

The list is endless, but unfortunately our pages aren't so thanks go to:

David Bennett, Darlington, County Durham, DL2 3QT.

IT'S TV SHOW TIME

There's always been a good reason to wait for compilations to come out. Normally you get a few of the full-price games that you really wanted (but couldn't quite afford) packaged up with a couple of real stinkers. It seemed a small price to pay - but things just got better...

LABEL:
Domark

MEMORY:
48K/128K

TAPE:
£10.99

SHOW FAX

The highest recorded salary for a 30 second commercial was $1.500,000 paid to Boy George for promoting gin in Japan.

The longest serving quizmaster is Bamber Gascoingne of University Challenge which has run since 21 September 1962.

The highest single British viewership was 39,000,000 people in 1982 for the Royal Wedding between TRH Prince and Princess of Wales.

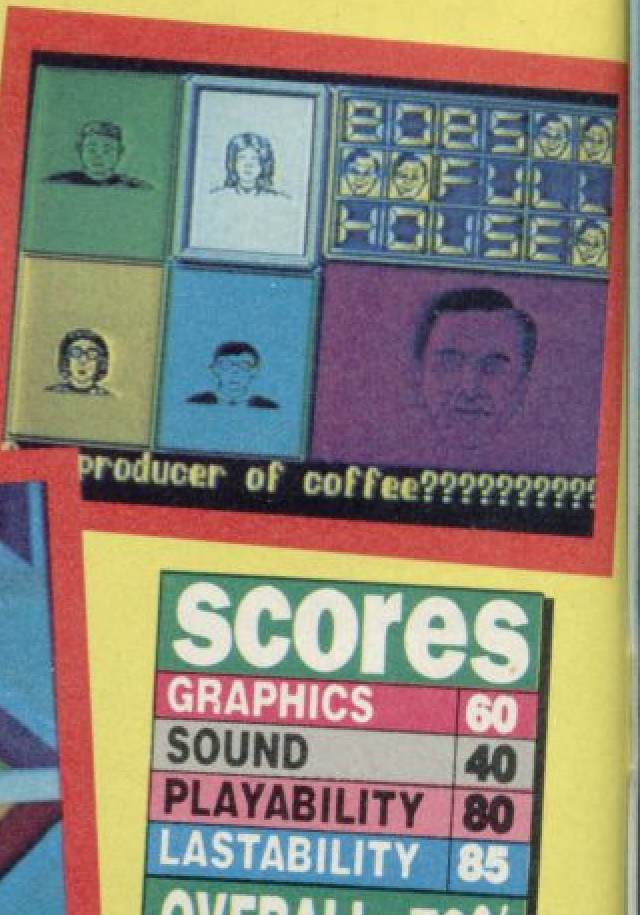
The most often portrayed character in film history is Sherlock Holmes. Over seventy actors have portrayed him in 186 films between 1900 and 1984.

Domark have taken five of the most successful question and answer orientated shows and turned them into computer form.

You can enter into "TV's ultimate test of intelligence and quick wits" The Krypton Factor, trade double entendres with Paul Daniels in Every Second Counts, mark your card in Bob's Full House, step up to the ocky with Bully on Bullseye or go for the Gold Run in Blockbusters. The variety of games certainly is wide and whatever your taste it's catered for here. Most of the quizzes carry a difficulty level and quite a few parents will be stumped on level 6 with Bob Holness posing the questions. Even the dreaded Krypton Factor assault course is represented. You can play the computer or any number of friends, depending on the game and, as you progress, you will actually feel you're learning something. The only thing I miss with TV Showtime is Bob's blushes when he gets asked for a "P". I picture parents rampaging software stores for this one, throwing small children and pensioners behind them in their wake, grasping with out-stretched hands and sighing with relief at the thought of their child's imminent salvation from 'Shoot 'Em And Blast 'Em 2'. If you feel your I.Q.'s slipped below fifty I would prescribe TV Showtime, it's a cracker star makers!







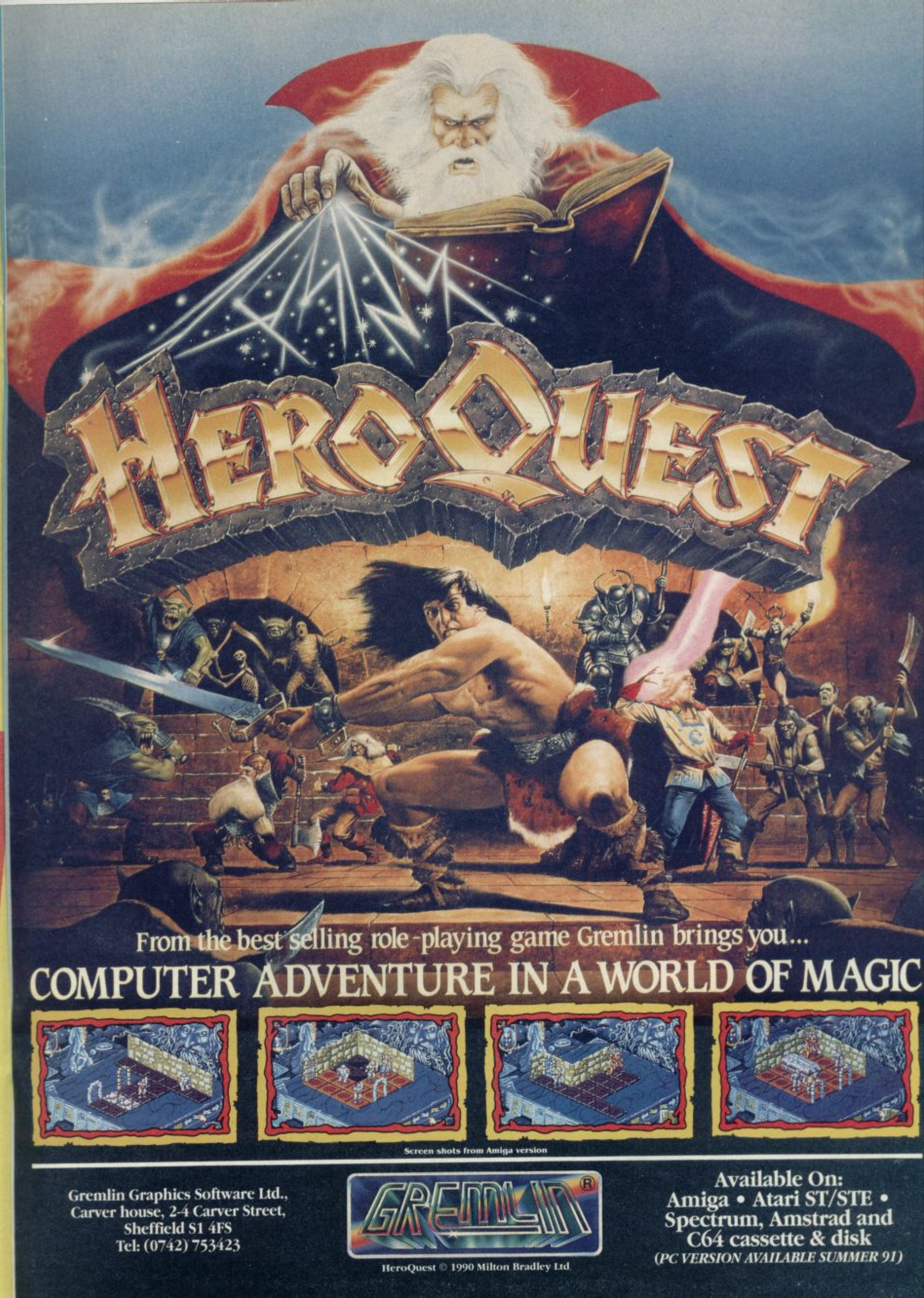


scores

GRAPHICS	60
SOUND	40
PLAYABILITY	80
LASTABILITY	85

OVERALL 79%
Steve Keen

Great to see something that you can get your parents to buy because it's 'educational'. A worthy buy to please your parents - or even to tighten up on your general knowledge.


HeroQuest
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Screen shots from Amiga version
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(PC VERSION AVAILABLE SUMMER 91)

R.B.I. TWO BASEBALL™

SU SILVER

GAME:
R.B.I. 2 Baseball

LABEL:
Domark

MEMORY:
128K

TAPE:
£10.99

DISK:
£14.99

Steve
Prior knowledge of baseball would be a big plus as without it RBI might drive you batty at first. But persevere and you will be rewarded with a lasting gem of a sports sim.

Strike One! Another two of those missed balls and you're out, and believe me this game is so realistic you'll feel the dissapointment.

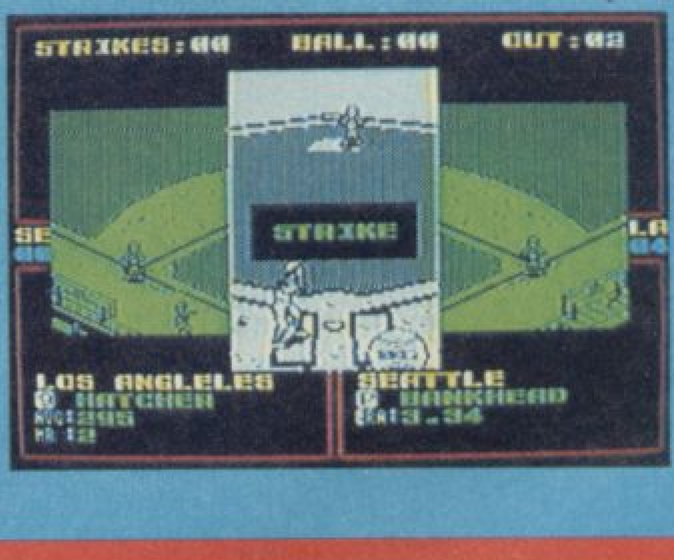
Domark have packed a lot of graphic action into R.B.I Baseball with up to four seperate views running simultaneously on screen (on a Spectrum!) so it could have ended up looking like a gremlin in a food mixer, instead it looks like a live game in a stadium, which is of course what was planned.

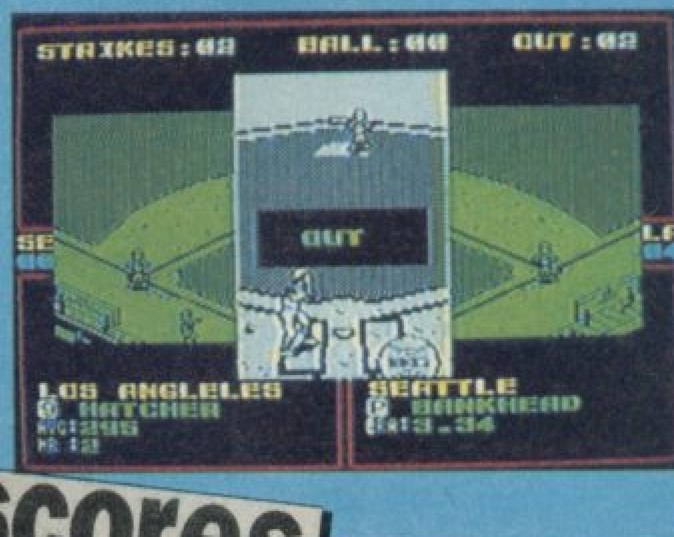
Those familiar with baseball will love this, those not, may struggle at first. There's a complete list of Major League baseball teams from Seattle to Miami, to choose from. There are team statistics, starting and reserve player line-ups and of course you must decide on the correct pitching or batting order for your players.

R.B.I. has two difficulty levels. The easy mode slows down the action and when you're batting, it delays the pitching team's return of outfield balls, thus allowing your team to get in a few runs. However on the difficult level, they'll run you in if they can and the familiar cry (or bleep in this case), of "all out!", will send you back to the "pit" with the imprint of first base on your forehead.

When pitching, (known as bowling here in blighty, I believe), there is full control of the player on the mound, he can move left or right and throw a fast or a slow ball. Once he has thrown, control is switched to the fielding player nearest to the ball, who must retrieve it and throw it at one of the four bases to put the opposing players out.

If you're batting then you only retain control long enough to whack the ball, hopefully into oblivion, after that the computer takes over and co-ordinates your players as they run between the bases. This means that you must practise hitting the ball properly before you start getting home runs. It also helps to look at your current player's statatistics before you start showing off, as some are better than others!







Scores

GRAPHICS	88
SOUND	89
PLAYABILITY	86
LASTABILITY	89
OVERALL	87%

Alan Dykes

Domark's Baseball simulation! It's a must for sports sim fanatics and followers of the game alike, but be a little wary, however if you do not fall into one of these categories.

Intro screens are wonderfully colourful and there is a Baseball newspaper at the end to announce the winners. The theme music is smashin' and the sound during the game isn't half bad either, as long as the volume is kept at a respectable level. Overall R.B.I. 2 Baseball has good graphics, sound and gameplay, shows a lot of respect for the real game and is a spitting example of a sports simulation.

THE SAM MISSION

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SAM Coupé

Review

SWIV

When SWIV came into the office it's reputation had preeceded it. As soon as you take the clear plastic tape out of the box you know you're in for something special. "A masterpice" and "the most beutiful graphics in the Universe" were just two quotes on the back of the box, and YES it is the Spectrum version!

SU GOLD

SWIV is a two player vertically scrolling shoot 'em up. You can choose to wage war from the air (in the guise of a helicopter) or from land (in a spritely jeep). The choice you make is vital as it gives you two distinctive styles of play. The helicopter is able to fly over ground and therefore is unhindered by surface objects whilst the jeep must drive around trees (or jump over them!), avoiding walls and other structures. The price you pay for the chopper's flight advantage is that your field of fire is restricted to straight ahead. The jeep, however, can shoot in all directions.

Graphics are truely mouth watering with large detailed sprites and sound to match. I can't recomend this enough. If only a third of Spectrum software was up to this quality the Amiga would not have been invented! I kid you not. Sheer genius produced this for the Speccy. Do it justice and get out your wad!

LABEL:
STORM

MEMORY:
48K/128K

TAPE:
£11.23

DISK:
£NA

APACHE FAX

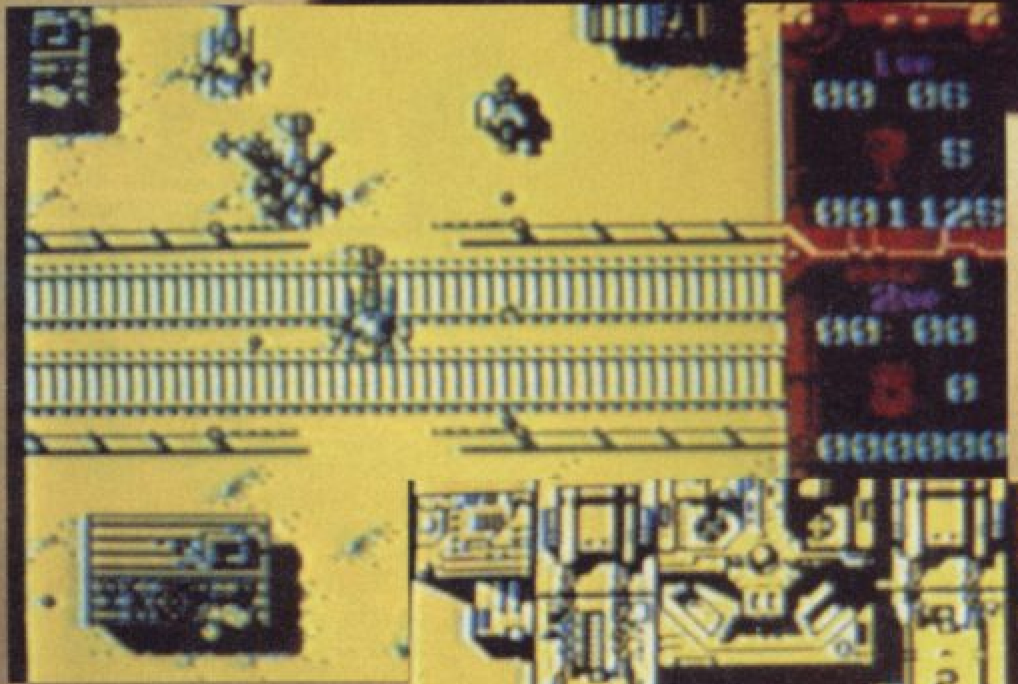
The Apache Helicopter broke new bounds in crew safety when first introduced into service. The passenger cockpit is able to withstand a head on crash whilst travelling at twenty feet a second. At an angle of more than fifteen degrees the speed can be up to sixty feet per second without incurring any injury.

It can be refueled and re-armed in less than ten minutes. Rapid refueling can be achieved in four minutes.

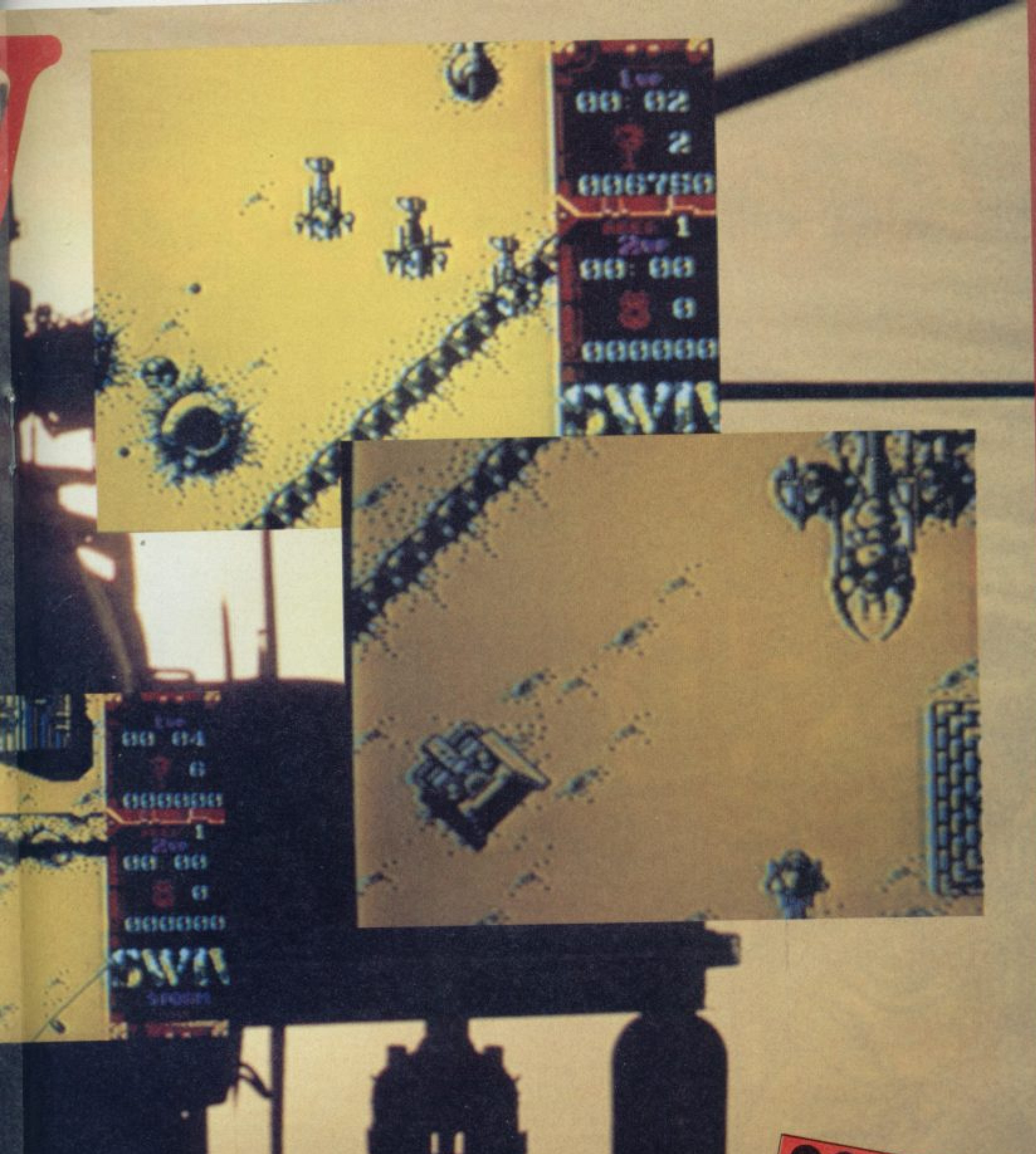
The primary combat weapon of the Apache is the HELLFIRE (AGM - 114) laser guided missile. It can be fired from behind hills and hugs the landscape whilst locking onto its target. Not even the heaviest combat tanks in the world can withstand its direct hit.

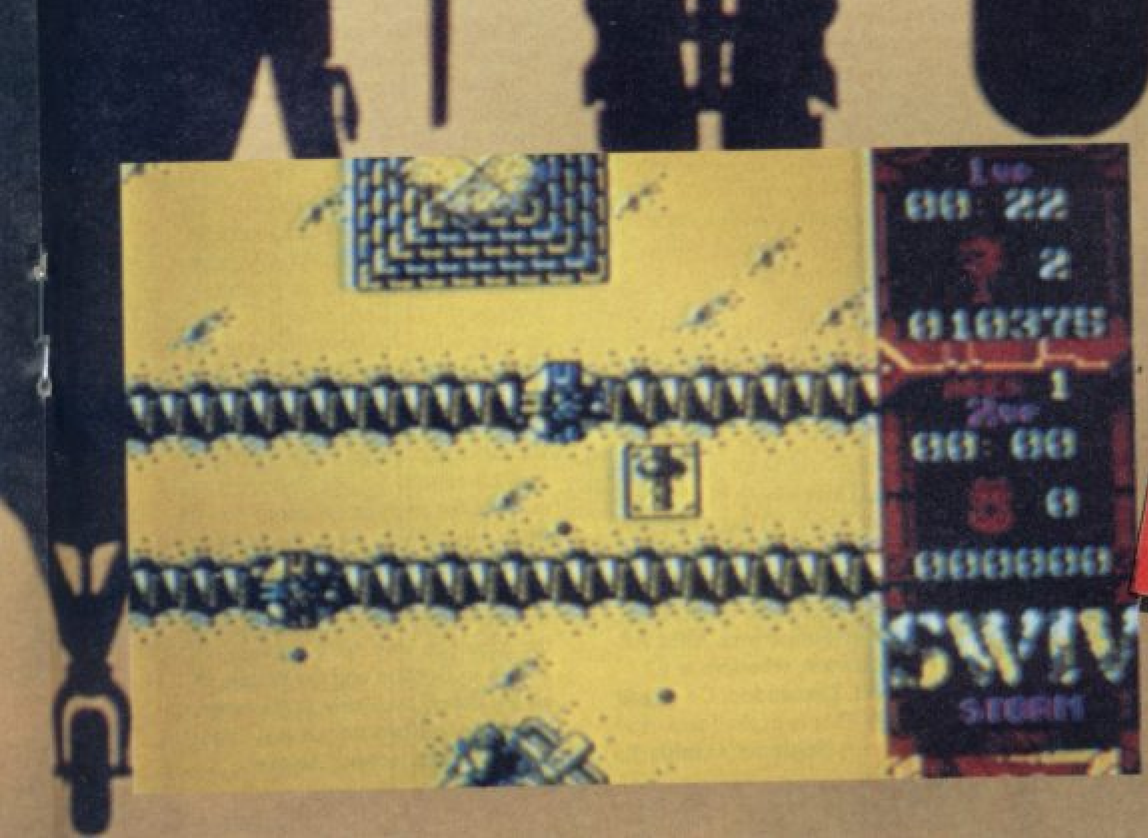
The flexibility of the helicopters firepower coupled with its hugely advanced video, laser and infa-red guidance systems mean that a single Apache can quite comfortably take on an entire tank column without ever having to expose itself. With 16 missiles on board16 separate targets can be fired at in less than one minute.











Review



GARTH SEZ

It's joystick wrenching, all American heroes with their hearts and minds cookin' full tilt boogie in this all-action, no compromise blast 'em up!

scores

GRAPHICS	95
SOUND	85
PLAYABILITY	95
LASTABILITY	75
OVERALL	**94%**

Steve Keen

Utter gaming excellence, with the simultaneous player option the thrill is complete. Play with a friend and use the helicoppter and the jeep at the same time to produce some wicked cross fire.

The Sorc



Greetings, mortals. I have just been writing about an adventure game that involves the use of a ramp, and I couldn't resist telling you about an incident that happened (ahem) years ago when four of us were exploring Kew Gardens in London.

I was, I must tell you, in need of a visit to the little Sorceress's room, alias the toilet. We had a map of Kew Gardens, and as I studied the map, adventure training to the fore, I spotted the little symbol that indicated "Toilet". I prodded the map with confidence, and all were agreed that I had indeed found the desired place. Next to the symbol were the words (and pronunciation is all important here) Which I read as "inVALid ramp". What, I thought, is an "inVALid" ramp? One that you can't use? One that has a huge hole in the middle of it, plunging you into a bottomless pit if you choose to walk along it? One that takes you nowhere near where you want to go? I didn't know, and my confusion hit our party. We all had to go and investigate!

As we approached the toilets and their "inVALid" ramp, the truth dawned. There were steps leading up to the toilets, and there was also a slopping ramp. On the ramp I could see a person in a wheel chair, en route to the toilets. What I had read as "inVALid" was in fact "INvalid", which only goes to show that you should never take maps too literally.

This, I might add, is an incident that a certain German person has never let me forget. Normally I crush that person with a withering glance and carry on with the matter in hand, namely adventures, so that is precisely what I shall do. Excuse me a minute... casts withering glance spell... there, that's better!

I shall start with an apology. I said that we'd be covering Temple of Terror in the Getting you Started this month, and astute readers will realise that we haven't. This is due to me having the temerity to take a break at Easter and not allowing sufficient time for everything to happen via the post. As the Editor of this illustrious magazine is breathing down my neck (well, not literally!) in order to get this column in time - he does panic, poor thing (Only where you're concerned dear heart -ED)- I shall have to write all about the game next month..

What is here is another publication from the ever-industrious Atlas Adventure Software, who live at 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP. This is in the form of a book called A Beginner's Guide To Adventures, written by Dave Havard, and it costs £3.00 (or £4.00 if you're living overseas).

The book is directed fairly and squarely at those who have had very little experience at playing adventures, and covers all sorts of things from a list of words you might use in a text adventure (when you can't think of just the right word needed) to a section on solving mazes (my pet hate in adventure games, although I know some people delight in getting through them without any outside help), from the overall strategy of playing adventures to a step by step guide through an example adventure (which is the Golden Fleece - Arctic One), from trying to persuade the adventure to tell you a little bit more about itself and give you some extra clues, to breakdown of the range and types of adventure games currently available. There is also quite a bit more besides!

It would be useful for the complete beginner, but probably beneath the more experienced player. However, there's quite a few people about who are at the beginner level, or who think they are, and so the book should easily find itself a reasonable market.

From reading about games we move on to playing them. And playing them the inexpensive way, I might add. Would you moan at a price of 99p per game plus 17p postage and packing? You wouldn't? Then read on!

Gordon Inglis is the name behind all this, because he has launched a new Public Domain Library of adventure programs. Several companies have generously allowed him to use some of their games, like Zenobi and Interceptor, while a number of the other games consist of home grown stuff from individual authors. If you want further details of this library, then write to Gordon at 11 West Mayfield, Edinburgh EH9 1TF.

Even more important, if you have a game that you would like to see included in the PD library, then why not send it in to Gordon? Perhaps your game has been turned down by a major software house and you have despaired of it ever seeing the light of day. If so, despair no more! The more games that enter the library, the more successful it will become, and adventures for the Spectrum will survive for an even longer period of time. I know that many of you have written adventures and given up on them, possibly because of poor sales that do not reflect on the quality of the game, so why not send your games to Gordon and get details of all the others available at the same time? As Del-boy would say, "you know it makes sense!" Byeee!

eress

THE SORCERESS WITT'S END

APACHE GOLD:

(from where we left off): north to pool to get branch, go to south bank river, show handbag to crocodile, enter canoe, row to north bank, north to trading post, give fern to Indian for mocassins, go to farmland to get corn, travel by canoe, travel by wagon, go to north edge desert, exam anthill, get nest, travel in wagon, go to centre to get jewel from totem pole, travel in wagon, go to mine, insert jewel in skull, enter mine, get spade, go to tombstone, dig, get paper note, go to cactus, cut cactus, fill bottle with cactus juice, south to water hole, fill bottle, return to cavern in mine, repair distiller with pipe, make moonshine ...and I'll leave you with it!

RED MOON:

(form where we left off at the start of the ninth and the last mission): take crucifix, take fan, take pills, n, cast escape (you are now Cubby-hole), w, se, sw, nw, n, bury grasper, n (see Mandana the Vampire, who can't attack you because of the Crucifix), ne, n, nw, n, say obis (Sarcophagus opens), say ollabin (Mummy turns to dust), take brooch, e, take raisin, s, ne, s, s, insert pills in meat, e (confronted by watchdog, so...), give meat to dog (eats it and dies), open door, n, e, s (demonic voice says it will kill anyone who crosses the line on the floor), erase line (don't have to cross it then!), s, open door, e (temporarily blinded by flashing lights), cast extinguish (room goes black), look, e, take crystal... and we'll sort the dragons out next time!

THE BOGGIT:

(from where we left off at the end of Part One): save game at end of part one, switch off, load part 2, re-load saved data and prepare to make good use of RAMSAVE - dig sand, look (see locked trapdoor), smash trapdoor, look, take torch, examine torch, examine battery, insert battery into sword, take cash, throw rope at window (until it's securely caught), pull rope (now in dark, winding passage), take rope, se, s, w, sw (now meet lisping Goldbum), say African or European (shades of Monty Python here!) n, w, w, take ring, w, n, s, e, take egg, examine egg, ne, se, e, w, wait (until eagle re-appears and flies you to Berkwood)... and that's the end of part two!

DODGY GEEZERS:

(from where we left off): examine shop to see Doggi-snooze pills, get pills, north, southwest to St. Jude's Road, go southwest to the Winding Lane, west to the park, north to the library, and when the librarian asks if he can help say yes. When asked what you want information on say sewers, and you are given a large book. Read book, and you are told that the access to the sewers is south of Terminal Street. Go south, east, northeast to St. Jude's Road, northeast, northeast to Electricity Street, hang about until the Frog and Peach opens, and go west to the saloon bar. Go north to the public bar where there is a telephone, answer phone, and a voice tells you to meet him in the snooker hall... which you'll do next time!

THE LABOURS OF HERCULES:

(from where we left off): Eurystheus sets you the task of the Stag of Cerynitia, so... s, w, drop sword, drop bow, drop arrows, drop torch, drop horn, drop string, e, s, s, e, e, e, get net, get rope, w, w, w, sw, sw, w, sw, nw, nw, u, wait, wait, wait, drop net, d, tie stag, get stag, get net, ne, ne, ne, ne, e, ne, n, n, n, give stag (to Artemis, who tells you to take it to its true owner, so...) s, s, e, offer stag (to Artemis, who tells you what your next task is the Boar of Erymanthus, so we'll do that next time!).

BEATLE QUEST:

(from where we left off): wait, wait, wait, (bus to Penny Lane arrives), on, in, take screwdriver, out, u, take matchbox, smoke cigarette (now outside a country cottage), e, s, s, take spade, w, s, s, s, u, take rope, d, take sheep, n, n, n, w, dig, look, get weeds, give weeds (amazing!), look, drop weeds, take key, drop rope, take wool, n, n, e, in, mend fuse, unscrew mirror, drop screwdriver, drop matches, s, s, take valentine, knit sweater,drop knitting needles, wear sweater, e, take birthday card, take wine, n, w, n, out, drink wine (and enter dream land), look (and your back on the bus!), wait, wait, wait, (bus stops), d, off (now in Penny Lane), drop bottle, drop bus pass, drop key, drop mirror, drop spade, e, in, take photo, out, e, give coat, e, take poppy, e, e, in... and more next time!

AFTERSHOCK:

(from where we left off): e, e, n, e, e, climb over rubble, n, w, n (Bryson Square), d, w, u, n, n, e, e, (Zoo entrance), n, e, s, s, give buns to elephant, look, take ramp (but can't carry anything else), n, n, w, s, w, w, s, s (Cook Street), d, e, u, s, e, s, climb over rubble, w, w, s, w, w (Hallway), u, w, n, w, s, w, u (Roof of old building), slide down roof, jump onto roof, d, s, e, s, drop ramp near chasm, n, take screwdriver, s, examine body, take key, remove body (from the car)... and we'll continue next time!

THE BIG SLEAZE:

(from where we left off in Part One): n, push obelisk (you find a grille), open grille with crowbar, turn flashlight on, in, s, e, u, open grille with crowbar, in, examine desk, get photo, in, d, w, n, w, s, w, n, e, climb into car, drop photo, drop crowbar, drop flashlight, touch wires, drive home, save data... and load part three! We'll be there next month.

SHELL SHOCK:

(from where we left off): out, e, e, d, w, get sticks, make bow (with sticks and thread, and the left-over sticks will do for arrows), w, s, w, s, s, e, e, e, e, e, e, fire arrow (at mountain lion), drop bow, enter cave, slide down chute (must wear helmet), get crank shaft, slide down chute (which takes you back to the first location), s, e, d, w, w, s, w, s, s, e, e, e, u, get planks, d, e, s, s, w, exam boat, repair boat (nails, hammer, plank), push boat, enter boat, u, e, e, get wrench, n, read sign, open gate, e, make microlite (kit, wrench, hammer), fill micro (with petrol), start micro (using crank), enter micro, w... and emerge as a much-loved hero! The end.

CRICKET CRAZY:

(from the start): take kitbag, look in kitbag, take bat from bag, take pack from bag, take ball from bag, examine ram, examine ball, e, s, examine individual, examine lamb (Allan?!), n (and you see a hijacker), examine hijacker, bowl hijacker out, w, give ball to Botham, e, search hijacker, read card, drop card, n, s, ask Botham to fly plane, n, inventory, fly plane (you crash, but don't worry), search luggage, look, take ball, take tea bags, drop bag, look in bag (snake won't let you take the paper), take bag, examine wreckage, n, look, hitch a lift... from the obliging peasant who happens to turn up!

THE LOST RUBY:

(from the start): n, n, n, enter newsagents, buy guide, open guide (to find a pass), drop guide, s, s, e, s, se, enter club, e, ask advice, n, board boat, set sail, n, n, e, get bottle, w, w, w, get ornament, use lift, fill ornament, use lift, e, e, e, se, e, n, n, n, show pass, enter museum, e, e, s, press button... and if that doesn't annoy you in this game, nothing will!



Sorceress

READERS LETTERS

Thomas Hill, from Tenterden in Kent, writes: I've been playing the game Behold Atlantis with a friend of mine lately, and we would like to know how you are supposed to get the ring from the finger of Leskos. We know it's a severed finger, but you've got to have the ring separated from it, so could you please tell us how to do this?

* *What a polite letter! But I have to say shame on you, because if you subscribed to Adventure Probe you would know the answer to your query! However, just this once, I shall take pity on you and tell you. As you know, the ring won't just come off, so you need to put the finger in the jar of acid, which dissolves it. Needless to say you can't then reach in and drag the ring out, so you'll have to use the hook to get it out again.*

Brendan West, with a plea for help from Lowerstoft in Suffolk, writes: I would like to say a big HELLO to all IRON MAIDEN fans out there (get on with it!) You know in the game Kentilla, you've got the zalrogs to deal with (playing adventures does wonders for improving your English! I mean, Kentilla, Zalrogs, whatever next?)? What I want to know is, just how do you deal with them? I can't seem to get rid of them!"

* *Haunted by Zalrogs eh? Being an Iron Maiden fan, you may be familiar with mushrooms. Or at least you should have found some in the game by now. Actually, you should have found two sets of mushrooms in all. Drop one lot in the winding passage, and the others where the death watch beetles live. The beetles are called death watch beetles because they watch the mushrooms and then go west to deliver death to the Zalrogs.*

Rachel Fraser, from deepest Glasgow, writes: Just a little problem for you, which I hope you'll be able to solve for me. In the game Guild of Thieves, when the fairy has appeared, what is the correct sequence of numbers and directions to get to the room with all the treasures? I've seen one "solution", but I can't seem to get it to work, Help!

* *Well, Rachel, as far as I know you have to ask for a 2 and go down, then roll dice, 5 east and roll dice, 4 down (no 3 on the dice, remember?). If that doesn't work for you, I can only echo your cry and shout HELP!*

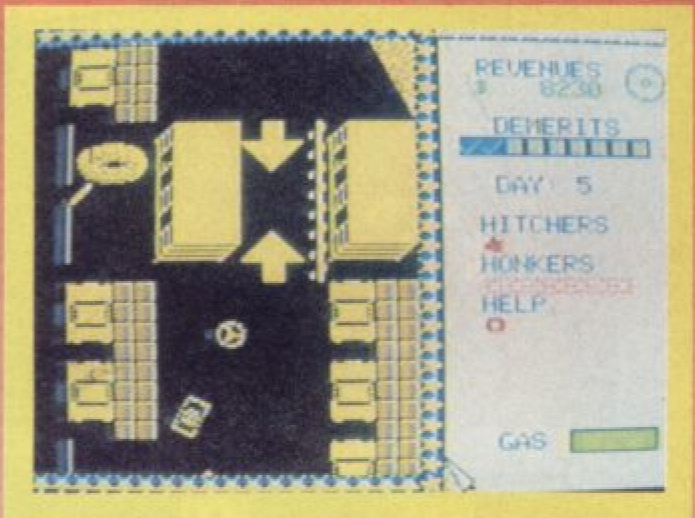
David McLean, from what appears to be the Crossroads Motel, Birmingham (some mistake, surely?), writes: I know it's an old game (Crossroads is an old program, sunshine!) but if I don't finish it I'll go mad! (I think you already have). In Twin Kingdom Valley, all I can do is walk around. I thought I'd finished it and found everything, but obviously I haven't. Is there something I'm missing?

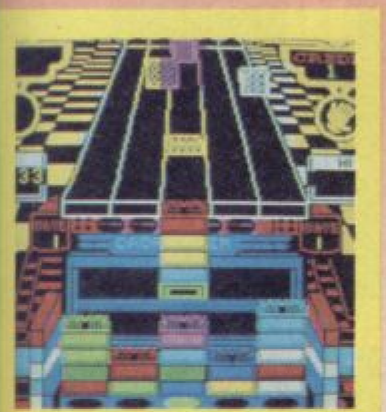
* *In case you think I'm psychic, there's a bit more to David's letter than this, but I won't quote it all. The main problem here David is that there are some secret locations that are only revealed AFTER you have drunk at Watersmeet (which is also the name of a public house I once went to in Gloucestershire). So go west have a drink to open the doors to those secret locations.*



THE WINNING TEAM

Teamwork always gets the job done! A couple of dolphins will take on several sharks and drive them away in a Transit van when they work together (one of them has to steer and the other one works the gears). And Domark's tried and tested games make this compilation a winning team too (but there's not one single fish in it!)





Winning Team COMPILATION
LABEL:Domark
PRICE: £14.99/£19.99
OVERALL 85%
Alan Dykes
The Winning Team is a winner because Domark have given us five good games. Definitely one for the collection if you don't already own more than one of these titles.

There are five titles on offer here, A.P.B, Escape from the Planet of Robot Monsters, Klax, Cyberball and last but not least, Vindicator. This compilation has to be something of a scoop.

A.P.B., or All Points Bulletin, as it is known to those who watch too much telly, is a crazy, car bendin', cop caper, where you assist Officer Bob (the man on the job) in apprehending a variety of common and/or notorious criminals. This is done over sixteen one day shifts. Each day has a time limit and if Bob can't catch the assigned number of baddies, then he won' t earn any bonuses and might even get fired!.

Escape From the Planet of the Robot Monsters, is a fast paced Shoot 'em up that'll scare the pants off anyone who hasn't seen every single one of Arnold Schwartzenegger's action movies. There are so many tasks to carry out, so many robots to destroy and lovely ladies to rescue that it's just as well this game is adapted for two player mode.

Klax is as good here as it is on any other format, though it does depend on individual taste. If you are not a fan of puzzle type games it might be more frustrating than mum switching off the computer before eleven. Gameplay is better under keyboard control as this is far more precise - like a well-aimed swipe from mum - and although the colours can get a little confusing, Klax is a classic puzzler and definitely a worthy addition to the Team.

I must admit I'm not crazy on Cyberball - it's basically American Football with a futuristic storyline, and although I'm a big A.F. fan there's just a bit too much technology here and not enough gameplay. There are an amazing amount of options for offensive and defensive plays and what with players and balls exploding (ooo-er) all over the place it's a pity the game isn't a bit faster. However despite this, Cyberball is still one of the best American Football clone games available on the Spectrum.

It's truly amazing, give a man a tank and he thinks he can take on the world!. In Vindicator you get a chance to do precisely that. Your job is to repel invaders from space in an amazing tank called the SR-88. The game's an entertaining vertically scrolling shoot'em up with simple control proceedures and lots of opportunity to have big gun duels with Enemy tanks. Wham, bang, ptoosh, git that alien invader before he gits you - that's why they call you the Vindicator.

SU SILVER



LABEL:
Domark

MEMORY:
48K/128K

TAPE:
£14.99

DISK:
£19.99



PHIL:
I suppose APB is O.K., The rest of the Winning Team is as hot as the tyres on my Ford Capri just after I've skidded through the local shopping centre, and I really fancy those chicks in Robot Monster. Beat up your brother for it if you can but if not, £14.99 isn't bad for a good collection of games.

BUDGET

GAME.
Great Gurianos

LABEL:
Encore

MEMORY:
48K/128K

TAPE:
£2.99

Great Gurianos



Scores

GRAPHICS	80
SOUND	41
PLAYABILITY	79
LASTABILITY	78
OVERALL	81%

Ian Watson

It's nice to see an arcade conversion come straight out on budget - what the reasoning behind this is I don't know but it's the fans of Gurianos who will certainly benefit.

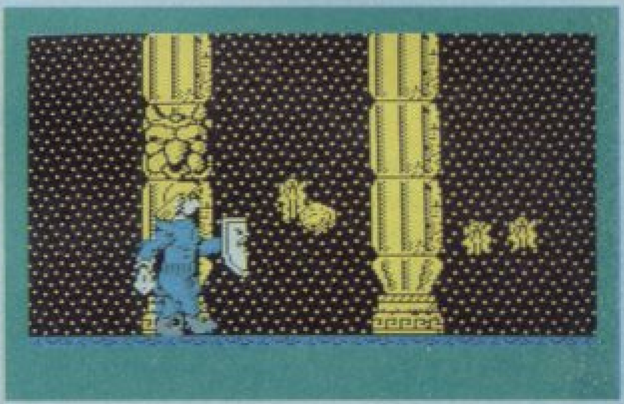
The Great Gurianos, is about to go on his most dangerous quest yet. Armed with nowt but a sword and shield he has to fight fierce and deadly warriors as he tries to make his way to the ultimate objective - to get a bag of greasey chips from the Four Lanterns chippie on a Friday night.

Okay you dudes, so I lied about the final objective - but the scenario is fairly similar to battling your way through the door and to the front of the queue of your local deep-fried starch merchant. The first thing you are attacked by are little flying stars, balls and what could possibly be small pieces of fried fish, which you have to pursuade to buzz off by use of you shield. After the barrage of flying shapes, you then face your first opponent, where, using all your weapons, you must defeat this ghastly geezer. The same happens all through the game, except your opponents get progressively harder to kill. During the jouney, little icons can be taken which, when you press the sword up, middle and down keys togher, gives you a proctector shield giving protection from all the flying deep fries. Unfortunately these only last for a short time and are rationed to only one per life. You can also strengthen your weapon (fnarr) and sharpen up your shield by hitting the appropriate flying icons, (cunningly disguised not as a chip shop but as... Yes! A sword and shield.

The game itself is good, but is let down by the keyboard only playing control. There are so many different keys that it's difficult to play the game properly without breaking a few fingers. I like realism when I'm hacking the head off some baddie, but this is just going too far.

Gurianos was a good arcade game and it seems strange that there was never a full price conversion of it to the Spectrum. Maybe there was, and it's release as a budget original will appeal to all the old fans of the game.





MERCENARY
ESCAPE FROM TARG

Scores

GRAPHICS	80
SOUND	59
PLAYABILITY	85
LASTABILITY	88
OVERALL	82%

Alan Dykes

A classic full price C64 game, now finally adapted for the Spectrum and not soon enough if you ask me!."

LABEL:
Novagen Software

MEMORY:
48K

PRICE:
£3.99

Welcome to the fly, drive, walkabout tour of Darg folks!. If you've never been stranded on an alien planet at war before now, then check this game out before you go on your hols to some of the popular pleasure planets of Sirus 6.

This is an enormous game, with full 3D vector graphics moving against a rather flat background with a wide variety of vehicles to travel in, structures to shoot at, objects to collect, and war machines to do combat with. There is also a super computer called "Benson" fitted in your head gear to help you along.

The planet Darg is largely desert wasteland due to a long war between the Mechanoids and the Palyars, which I suppose is a convenient excuse for the lack of any real landscape.

You can start the mission in a combat aircraft, which is purchased when your original spaceship has been mangled and this can be crashed as often as you like but try not to get shot down or you will, like me, end up wandering around the desert like Mad Max, but without a camel. The final goal is to escape from Darg, having created as much havoc as possible but it is not easy.



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JOCKEY WILSON DARTS

GAME: Jockey Wilson's Compendium Of Darts

LABEL: Zepplin Games

MEMORY: 48K/128K

TAPE: £3.99

Stomach!. This is something you need a lot of to be able to play darts properly. If you don't have enough then you might just belly up and lose the chance of collecting a big fat cheque at the end of the tournament. Yes, it's a funny old game and Jocky Wilson's Darts Compendium just goes to prove this.

The whole point of the game is to compete with the jovial Geordie in six different tournaments where your accuracy and judgement, (not to mention luck), will be tested to the full.

At the sharp end of the collection there is a 501 matchplay game which is fairly competitive. The rest of the compendium includes Ten Dart Century, Shanghai, Scram, Dart Bowls and Football. The rules for these games vary little but each does represent sufficient new challenge to keep your joystick wiggling for a little longer.

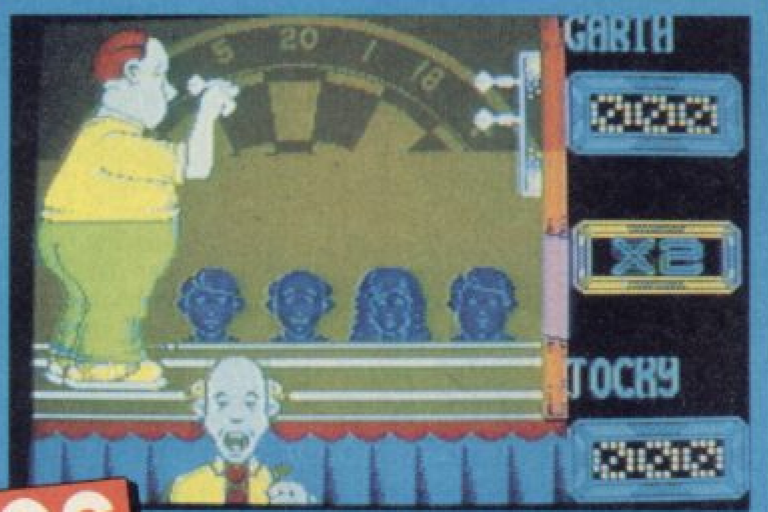
A quick flight through the control procedures of Jocky Wilson's Darts doesn't yield much joy. Each dart floats in front of the board as if held by a drunken orchestral conductor, with generally rather imprecise, keyboard or joystick guidance and fire instructions. It's a bit like juggling on a waterbed but it is possible, with practice to become reasonably accurate.

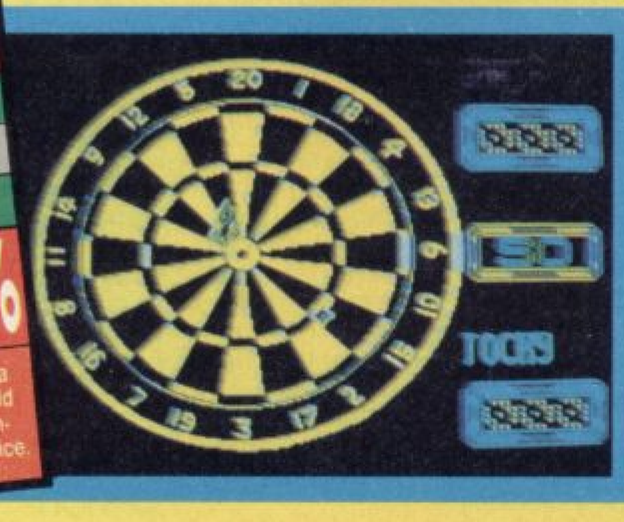
I quickly became bored with a noise like that of air escaping from a balloon every time I threw a dart but in general the sound doesn't help or hinder the game. The graphics are quite good and are easy to see with some nice colour on the omnipresent presenter and Jocky.

Jocky Wilson's Darts Compendium isn't a bad collection and has enough action to keep you occupied for a short/medium time span, especially if you're a darts fan.



ANDREA
I don't like darts because it messes up T.V. schedules and stops me seeing arty films late at night. Jocky Wilson's Dart Compendium is much better because I can play it any time and it's pretty realistic. I wish the dart was easier to control though.





scores

GRAPHICS	82
SOUND	60
PLAYABILITY	72
LASTABILITY	73
OVERALL	73%

Alan Dykes

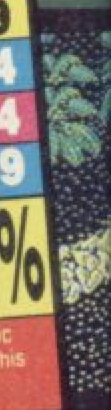
As long as you don't think darts is a load of old bullseye then you should like Jocky Wilson's Dart's Compendium, a good sports sim for the price.

scores

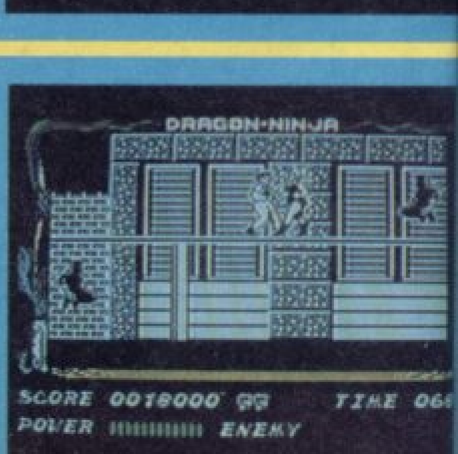
GRAPHICS	59
SOUND	64
PLAYABILITY	64
LASTABILITY	49
OVERALL	59%

Chris Jenkins

Plenty of action but little graphic sophistication or originality in this slice of military mayhem.







Mercs, I thought. Great! At last, a game dedicated to the famous Tour de France cyclist, Eddie Mercx. But what a disappointment when I found this was just another all-shooting, all-exploding combat action game, rather than an exercise in pedal-pushing. Only joking... OR AM I?!

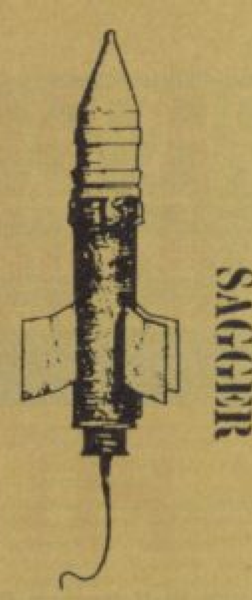
In fact Mercs, (short for Mercenaries, see) is a sort of Commando-derivative in which fearless gun-toting Arnie Shwarzenegger-types (depicted in all their bulgy-muscled glory on the intro screens) do their best to make the world safe for freedom, democracy and the Pepsi-Cola Corp by snuffing thousands of international terrorists.

A former US President (no names, but I guess it's either the one who told a lot of lies or the one who couldn't walk and chew gum at the same time) has been kidnapped while on a visit to central Africa. Direct military intervention must be avoided, so an elite group of mercenaries headed by yourself has been chosen to rescue the Ex-Prez and wipe out the rebels who aim to take control of the country of Zutula.

What this boils down to is eight levels of multi-directional scrolling, with a host of enemy soldiers falling under your weapons. Each level must be completed within a time limit, and there are arrows along the way to direct you to the end of the level; but since barriers such as trees, rocks and huts bar your way, these must be destroyed with an appropriate amount of pyrotechnics.

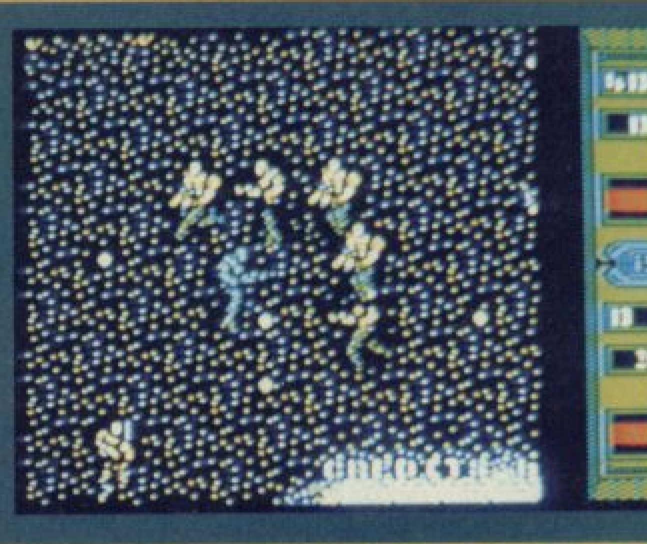
At the end of each level there's a special challenge; on the first, a VTOL jet fighter which hovers over a plateau taking potshots at you, on the second a line of tanks moving back and fore between fortifications, and so on. To take some of these out you'll require weapons heavier than the assault rifle with which you start the game; these you can find in supply chests along the way, and the same applies to medical supplies and so on - in fact, in this respect too the whole exercise thing is rather like Commando or Ikari Warriors.

Thought the graphics aren't terrific, featuring some blocky designs, awkward spite masking and uninspired choice of colours, there's enough action to make Mercs fairly absorbing, and the two-player option is fun. But since I completed the first two levels in around two minutes, you might wonder how long the excitement will last.

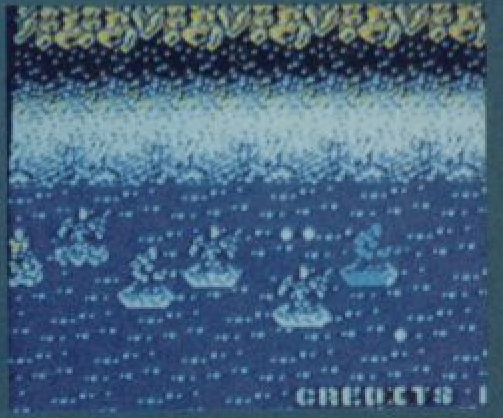


Review









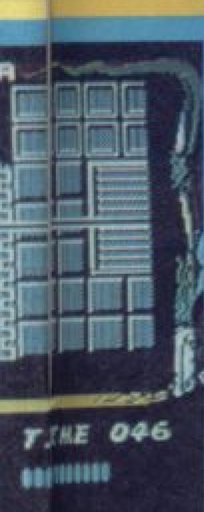
LABEL:
US Gold

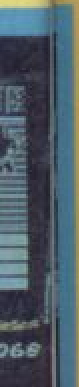
MEMORY:
48K/128K

TAPE:
£11.99

PHIL FISCH
Not bad game play ruined by poorly defined graphics. If you like your games to have a psychedelic haze this is for you.

BAD DUDES VS DRAGON NINJA





The President of the United States has really been having a bad week hasn't he. Either he has a suppressed desire to be kidnaped and tied up all the time or certain members of the Secret Service aren't doing their jobs properly. Maybe their sunglasses are so dark they can't see the bad guys comin'!

LABEL:
HIT SQUAD

MEMORY:
48K/128K

TAPE:
£2.99

DISK:
£NA

This beat 'em up is played over seven mean screen levels. All the maiming features are here punch, kick, jump, flying kick and a very useful super punch. The numerous dark assassins come from all directions as do the leggy females. They all want a piece of your ass, but diner and sweet conversation is the last thing on their minds. By standing still and holding down the fire button for e few seconds the super punch can persuade most of your assailants that your no push over.

Dragon Ninja hammers a path across factory platforms, juggernauts and various other extremely well draw backdrops. His adversaries are equally nice to look at, especially the end of level barbarians. Take care though they may be pretty but they all have a secret weapon. Some of the rascals breath fire whilst one giant ninja suddenly multiplies into an army (shouting two times two, four times four...)

Control over your main man is a little sluggish and quite often you'll be surrounded by nasties and pressing the fire button vigorously whilst wrenching the joystick out of its housing. All you will achieve is a half - bad impression of Michael Jackson's dancing. With practice you'll learn to conserve your energy for more calculated attacks.

B.D. vs D.N. takes a worn out idea and somehow makes it fresh again - a very, very, good game. Personally I couldn't care if the president does get rescued - the silly sod will only go missing again next month.

scores

GRAPHICS	84
SOUND	70
PLAYABILITY	80
LASTABILITY	75
OVERALL	82%

Steve Keen

A definite addition to your budget collection. The beat 'em up will be with us a lot longer yet and this will be nearer the top of your games pile than most.

WIN A COMPLETE BASEBALL KIT!

GET PITCHIN' THIS SUMMER!

Ok Y'all! Pull on ya Red Sox and wind up ya pitchin' arms coz we've all gone RBI Baseball cerr-aazy here at SU.

Software Giants Domark have generously put up loads of prizes for you lucky cubs out there to get your paws on and we at SU have been trying some out for ourselves!

There are 10 1st prizes of genuine American baseball catching mitts, baseballs and bats as well as a copy of Baseball and Softball - Play The Game books, to get you going. The 10 runners-up will receive the massive inflatable bats, RBI baseball caps and Baseballs as modeled exclusively here by The SUS Crew (Sinclair User Strikers).

What do you have to do?

Just answer this simple question; What do you call the hill in the middle of a baseball field that the guy who chucks the ball at you stands on?

All answers on a postcard please to Baseball Comp, SU, 14 Holkham Rd, Orton, Peterborough, P62 0UF to arrive there no later than the 15th of June.

The editor's decision is final and he's been a bit cranky lately so I wouldn't mess him about at the moment....



The SU Strikers hold the record for the most games lost (ever!) And playing with this gear it's not surprising. Lets see how long they can keep it up!



Well you would look like a lemon too if you were playing in this gear. Especially Garth who's been awarded Britvic's Lemon of the Year 5 years running.



It's no use hiding you two, you've got to play Says Garth. No way man, you can call me a Frankie Howard, but we've all seen the size of your bat!



The SU Strikers ready to take on the world. If only they could stop hitting each other they might be able to win a game of even hit a ball!

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PANIC DIZZY



BEST ISU BUDGET

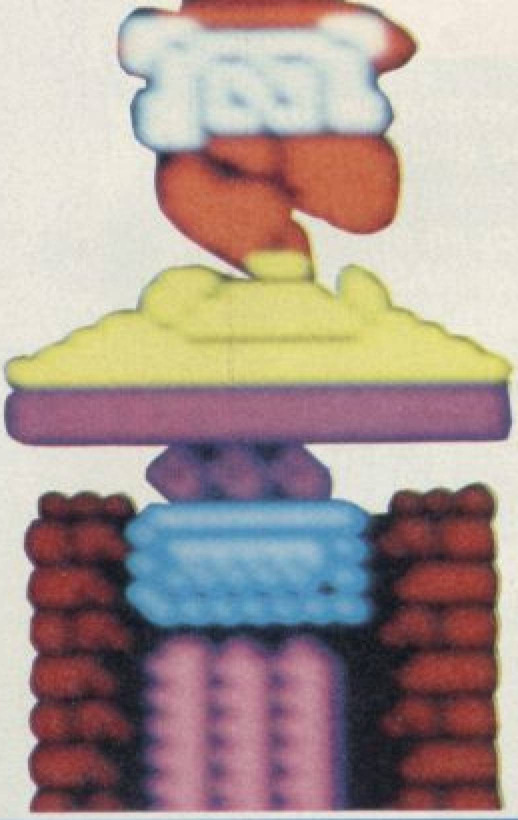
Here's a slightly different approach to the 'let's make a puzzle game" - but it does seem to work! The graphics are clean and the basic idea is sound and executed with some style. It's certainly worth the paltry £2.99

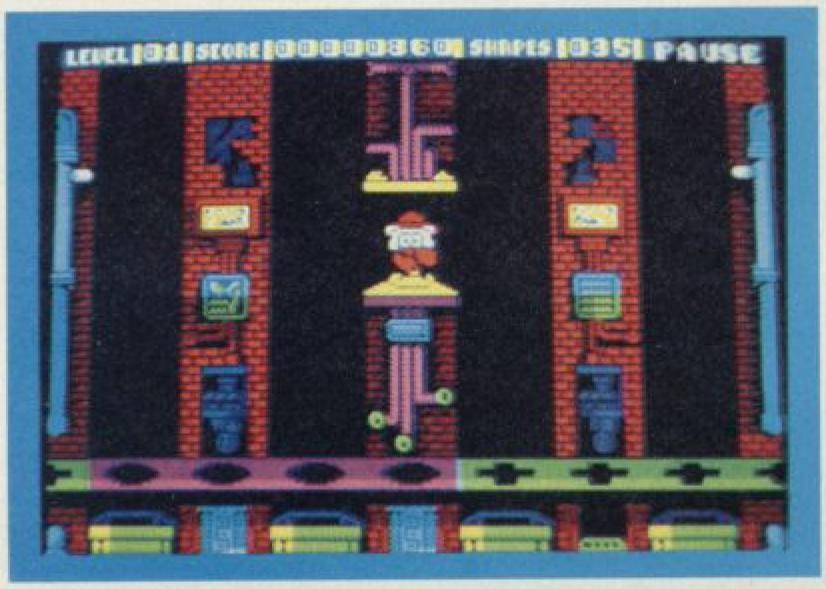
Poor Dizzy - here's in a right old tizzy. The time honoured hero of countless (well, four actually) egg-citing adventures has finally fallen out of the frying pan and into the fire and it's all down to him - (as befits immortal heroes) to put the world to rights.

This time our perky little poacher is factory fodder, the product of a repressive and class-ridden relgeme working far too many hours overtime (tell me about it -Ed)

You are the controller of a somewhat strange and colourful conveyor belt, riddled with shaped holes. Your wonderfully exciting job is to move the conveyor belt to catch shapes, which drop from hopper-like tubes above you. If you miss any shapes, then the chutes all move downwards. Until...you're out matey!

This is really a puzzle game; the basic idea idea of the game is to keep the chutes from coming down by matching as many shapes as you can all at the same time. You have some help in doing this, for when you press the fire button on your amazingly expensive joystick (or your good old speccy keyboard), all the shapes that are falling over the right holes, will come down rather quickly over the ones that aren't.





scores

GRAPHICS	82
SOUND	72
PLAYABILITY	85
LASTABILITY	80
OVERALL	85%

Garth Sumpter

It all looks rather simple, but in the best traditions of puzzle games,

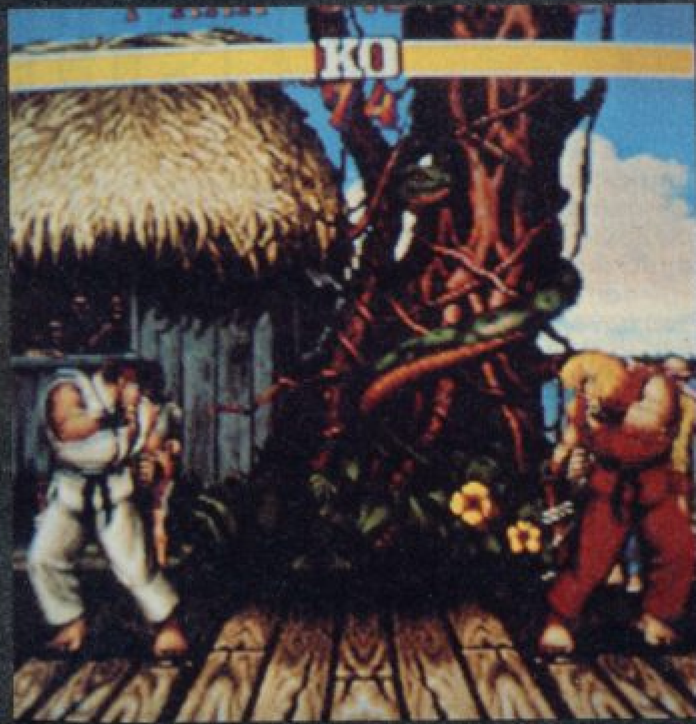


BUDGET

COIN OPS

John Cook takes another trip into the arcade underworld to tell you the best way your can spend your loose change, last months rent or NASA's annual research budget.





STREET F

Capcom

Fancy yourself as a bit of a hard case, eh? OK then - go up to the next skinhead you see and call them a fascist bald git. It'll keep you entertained for hours - on the pavement, in the ambulance, in casualty. Well, those of us who know we're not Britain's answer to Arnie can at least live a few fantisies on the many beat-em up games about - the latest being Street Fighter II from Capcom.

You might find the control system a little bit daunting at first - a joystick plus six (count 'em!) fire buttons - but it's not that bad really and the standard of animation and sound effects is excellent.

This time you get to choose to be one of eight fighters in a one-on-one contest against one of the other eight, either computer controlled or another human player. They range from a punk, Guile, a green mutlod Blanka to gir-

ADDICT F



BRUTE FORCE

leyland

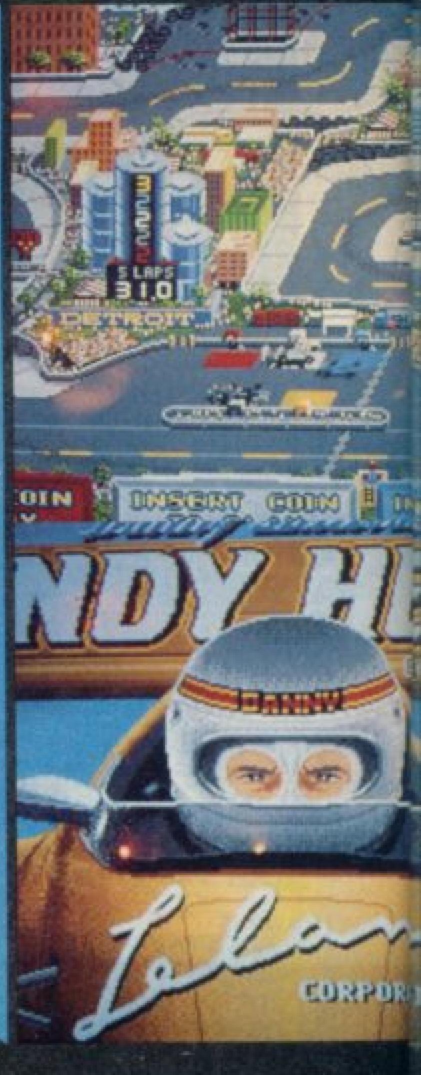
Just in case you have any excess built-up frustrations after playing Street Fighter II, then you might consider taking yourself over to the Brute Force cabinet, where you can dosh out even more mayhem.

In this Leyland one to three player co-operative beat-em up, the sprites might be teeny, but boy do they get up to some offensive things. Smashing shop windows, using bike chains and guitars as offensive weapons and lobbing petrol bombs left, right and centre. And that's only on the first level! Glup!

It's up to you plus up to two other mates to make the street clean for ordinary decent folk to walk on - and that doesn't mean just picking up the litter. The boot must be well and truely put in, in the name of truth, justice and paying your poll tax on time.

The drawback of the game in the small size of the sprites, but given that limitation, it turns out to be a highly entertaining and enjoyable bash. Not ledgendary, but recommended all the same.

ADDICT FACTOR 78



FIGHTER II

lle Ninja, Chun Li. Each one has their own specialities and special attacks which you'll learn to use to your best advantage.

The gameplay? Simple. You kick the hell out of the other guys, their state of heath being shown by a power bar at the top of the screen. When it runs out - that bout is over and you start again. It's the best of five - so you have to win three to go on to the next round. The setting for each fight and colourful, well animated and full of local colour - so in China you get lots of people on bikes riding by during the fight and in India, these are replaced by Elephants (but they're not on bikes!)

Well polished, with good gameplay and big, colourful sprites, this is bound to appeal to you if you like the beat'em up style of game.

FACTOR 84



ADDICT FACTOR 71

STRIKEFORCE

Midway

Now this one has really got me hacked off. My favourite game in the whole world is a golden oldie called Defender, that was produced by Williams way back in the early 80's. The first game to use fast horizontal scrolling, it was a true classic both in terms of gameplay and a challenging control system.

By the looks of it, Strikeforce is suppose to be some kind of a follow up, with a similar scroll, scanner and some elements of gameplay - so it was with the joy of meeting a long lost friend that I lept onto the machine when I spotted it in the corner of an arcade.

But what a disappointment! Rather as if you'd recognised the face of an old girlfriend in a crowd - only to find out on closer inspection that she'd had a sex change in the intervening years! Blagh!

Gone is the familiar control system, to be replaced with a joystick and a few fire buttons. Gone is the elegant simplicity of the game, to be replaced with complex, not readily understandable goal and few instructions. Yes, it now has hoopy graphics and super smooth scrolling, but unlike the superb job Williams did on another classic, Robotron, to produce Smash TV, Midway have lost the heart of a great game in attempting to update it to 90's technology.

Give it a go by all means, but then try and get hold of one of the few remaining Defender machines around sand find out what an amazing thrash the original was.



INDY HEAT

Leyland Corp

Leyland had quite a success with Off-Road Racing last year, endorsed by US hero, Ironman someone or other. Now they're trying again with another Super Spring clone but this time using Formula 2000 as a basis for the action, called Indy Heat.

Played in a part perspective, part top down view, on a reductionist level the game is simply Super Sprint with knobbly bits on - but, y'know - it's not half bad.

One to three players can take part at once, in a season with races over 15 different courses. Controls are steering wheel, acelerator and turbo button - simple enough - but the race gameplay has the added feature of Pit Stops.

As you get damaged - and as you progress through the race - you'll find yourself called into the pits, either for fuel or repairs. Of course, you aren't forced to come in, but if you continue to ignore the summons, you either run out of fuel or your wheels will start to drop off. Willing races gives you money with which to buy loads of extra stuff - including better crew so your pitstops are faster.

Simple to pick up and fun and forgiving to play - I'd say it's another hit for Leyland and another title that'll make it onto home format.

ADDICT FACTOR 86

THE MACHINE BRIDE OF PINBOT

Williams



Williams make the best pinballs in the whole world - their last release, Funhouse, being one of their best. Incidently, the new World Champion managed to rack up 45,970,490 on a Funhouse during the Chicago event last month. Top that!

Williams' newest, however, in called The Machine - Bride of Pinbot, Pinbot being a famous Williams pin of around six years ago, who also featured in the Taxi pintable more recently.

Less complex - and therefore more accessable that Funhouse - it's a pretty good example of a medium difficulty table that might offer the beginner a reasonable challenge. If you see one about, have a go.

PIN FACTOR 85

HERO QUEST

SU GOLD

LABEL: Gremlin

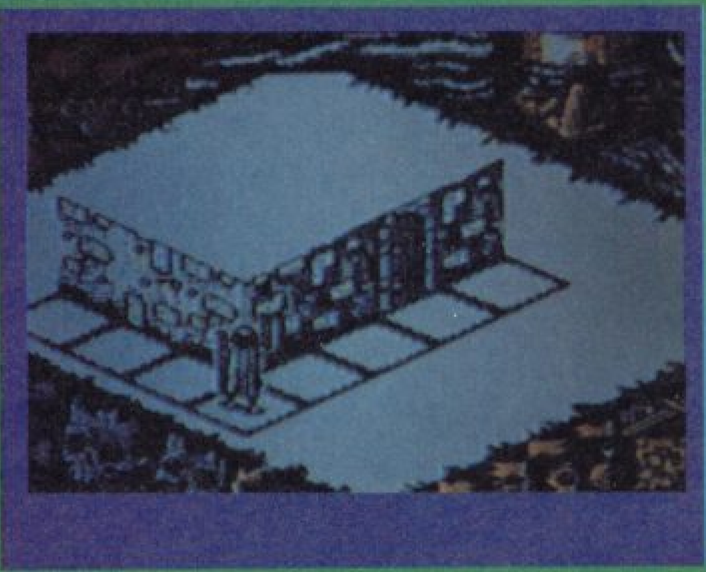
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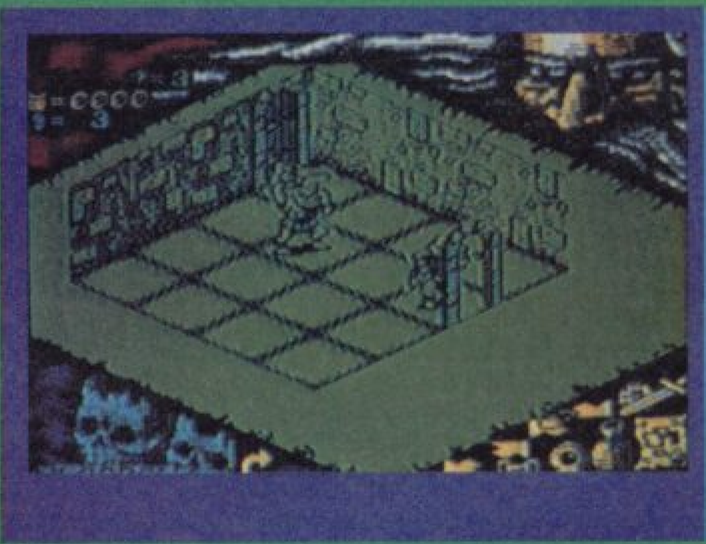
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Review

The talons of the seven enchanted falcons thygaamor couldn't drag me away from Heroquest once I started getting into it. Garth the dwarf, Steve the elf, Andrea the barbarian and Alan the wizard collected more loot than Esther Rantzen, more weapons than George Bush and got lost more times than Richard Branson's balloons in this vast and involved fantasy role playing game from Gremlin.





The scene is set as a quest for a new breed of hero to carry on the fight against Morcar, the Lord of Chaos who at this very moment is plotting to return and subject the empire to a reign of darkness. Only by completing the fourteen different missions available will you truly prove your worth.

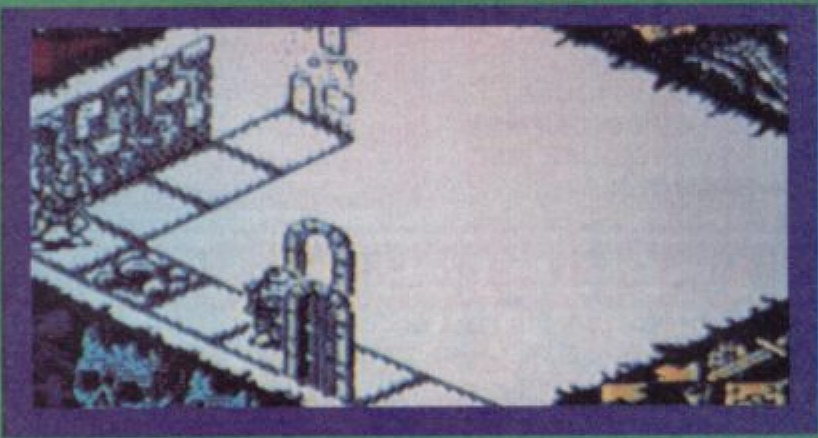
There is a choice of four characters, Wizard, Dwarf, Elf and mighty Barbarian, and the evil Morcar is played (rather well), by the computer. Control is by keyboard or Kempston interface and is four directional with all choices and actions being made by moving an arrow around the screen, placing it over whatever symbols you want to use and pressing the space bar (or fire button).

Each mission has a map (accessable at any time), with all known characters, objects and rooms shown, but you must keep looking because there are lots of Orks, Goblins, Warriors and other creatures to find and kick around, not to mention hidden enemies, treasure, spells, weapons etc..

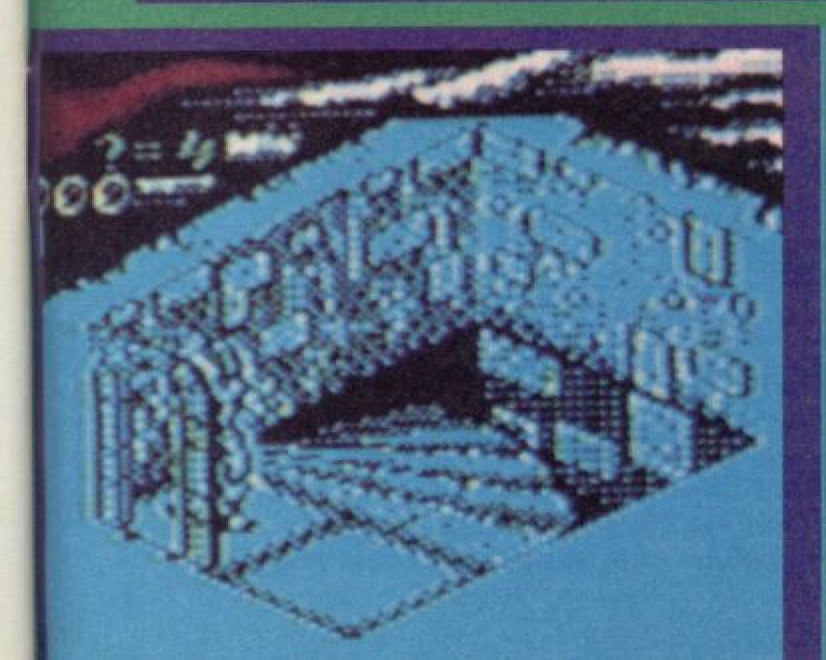
The beauty of it all is that once you've been through a maze and collected your arms, armour, spells and money you can the carry on into the next quest with all of these intact. You can thus create and save your very own character to use in later quests.

Heroquest's graphics aren't anything to tell the person who sits next to you in maths class about, but they do show everything clearly. Nice pictures of your enemy appear during fights but not the fight itself. There is no sound but this is not a problem as it would ruin the atmosphere to have stomping feet and wailing Orcs bleeping at you.

And there it is, Heroquest is a long game with a valuable save option, lots of challenge and imagination and heaps of fantasy language in the instruction booklet. Control is a little frustrating until you're used to using that lizard's gullet of an arrow to point at everything, but for R.P.G. fans or anyone interested in a good fantasy its a reet rivitin' S.U. Gold.







scores

GRAPHICS	86
SOUND	83
PLAYABILITY	89
LASTABILITY	93
OVERALL	90%

Alan Dykes

Pure role playing games don't come much better than this. With an endless supply of options, enemies and gold this freewheeling fantasy will keep up to four players happy until their beards grow long and white, just like a Wizard.

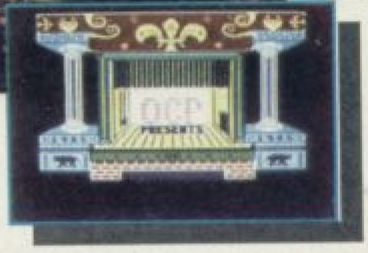
GARTH:

As a fan of the board game, I found its computer conterpart captured most of the best elements of the board game - and actually can work out much faster in use. I did find the graphics a little on the distracting side and would definately like to know why a 2.5% increase in VAT has put an extra 1.00 on the price and not 28p. Let's just hope that if all the software companies are going to subject us to ANOTHER price increase, that they spend the extra revenue on developing even better games. Having got that off my chest let's get back to Heroquest and say that, given the price of the boardgame, Heroquest still represents good value for fans of the genre. (And let's all blow a big raspberry to Norman Lamont and his 2.5% VAT increase. Bllarrrrrrrpwh!)

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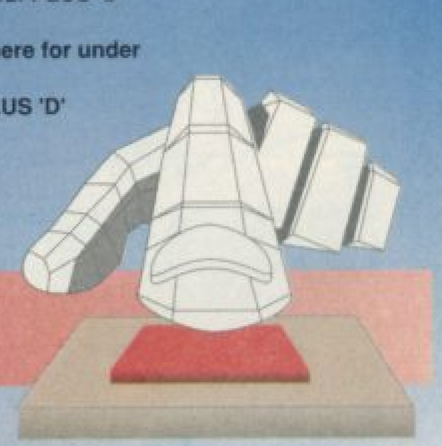
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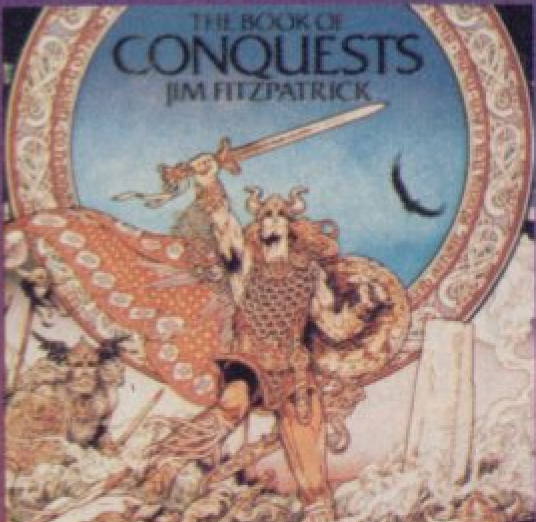
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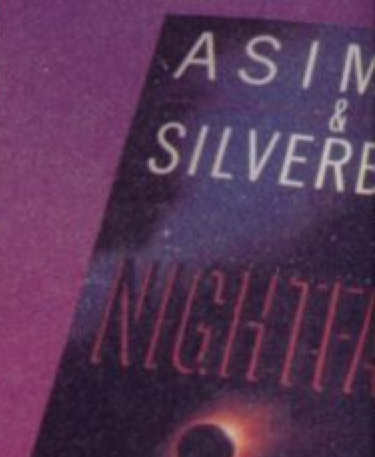
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BOOKS



THE BOOK OF CONQUESTS

Jim Fitzpatrick

By popular demand, this is a re-issue by Paper Tiger of Fitzpatrick's gorgeously-illustrated version of the early Celtic mythological cycle, first published in 1978.

With 112 pages including 26 full-colour illustrations and illumination throughout, this epic covers events such as the conquest of the Fir Bolg and the deathof Eochai, drawing together a number of separate episodes into one narrative. Packed with dramatic, detailed paintings and jewel-like borders and Celtic graphic motifs, at £8.95 for the paperback, The Book of Conquests is too good to miss!



VIDS



He's heroic! He's fearless! And he's completely transparent! The Chameleon is the latest crimefighter to hit the screen, in the vid Chameleons from NBC. Endowed with the strange power to blend into the background, and armed with a similarly equipped car (the Car-Meleon - geddit?!), the Chameleon (played by Marcus Gilbert) teams up with two dotty sisters to solve the murder of their newspaper publisher grandfather in this movie, directed by Knight Rider creator Glen Larson. With a PG certificate, Chameleons is available now on rental - just don't take your eye off the box when you put it down.





TOYS

Watch out when you next pop down to your local toyshop - you could be blown away by The Punisher, clobbered by The Hulk, ensnared by Dr Octopus, or, er, surfed by the Silver Surfer.

Along with SpiderMan, Captain America, Daredevil and Dr Doom, these Marvel Comics superheroes and villains are all part of a new series of authentically-detailed six-inch figurines, each with action features like The Punisher's cap-firing guns, Surfey's pull-back-'n'-go surfboard and Cap's flying shield. Around £3.00 each from Toys'R'Us and other toyshops.

TSR FANTASY ADVENTURES
Various

Another batch of novels based on TSR role-playing fantasy adventure games; Heroes II, Volume 2, The Gates of Thorbardin by Dan Parkinson, continues the adventures of the dwarves of Krynn; The Empires Trilogy Book 2, Dragonwall, by Troy Denning, sees the ancient land of Shou Lung threatened by barbarian hordes; and in Book 2 of the Maztica Trilogy, Viperhand, by Douglas Niles, Erix the slave girl becomes the last hope for the continent of Maztica. All £4.50 from Penguin Fantasy.



NIGHT FALL
Asimov & Silverberg

In 1941, Isaac Asimov wrote Nightfall, a short story often voted the best piece of science fiction ever written. Set on the planet Kalgash, which takes a complex orbit around six suns, the story deals with the terrifying consequences when a society which has never known night finally falls into darkness. Now with the help of Robert Silverberg, Asimov has extended the story to novel length, and it's unmissable! Mega-size paperback, Pan SF, £7.99.

THE EYE OF THE WORLD
Robert Jordan

If you like your fantasy novels massive, this is one for you; 670 pages of the adventures of young Rand al'Thor and his companions Mat and Perrin, as they follow the mysterious Moraine in a quest to defeat the Dark One, Ba'alzamon. Another mega-size paperback at £7.99 from Orbit; and Volume 2 of The Wheel of Time, The Great Hunt, is also out now at £13.95 in hardback.

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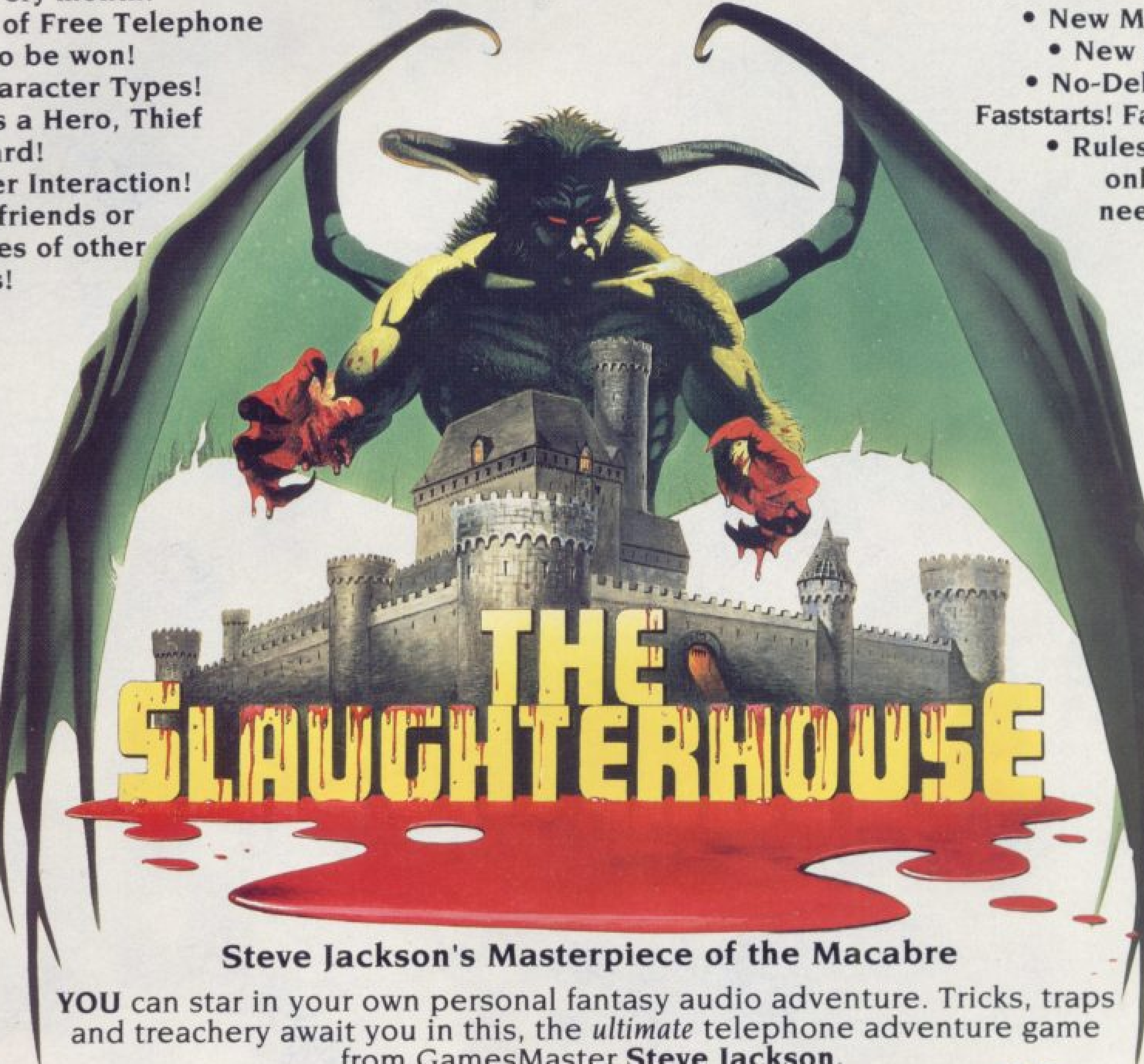
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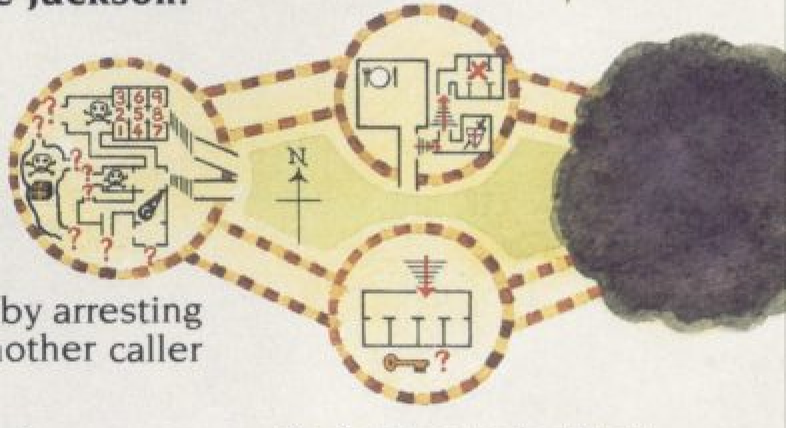
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